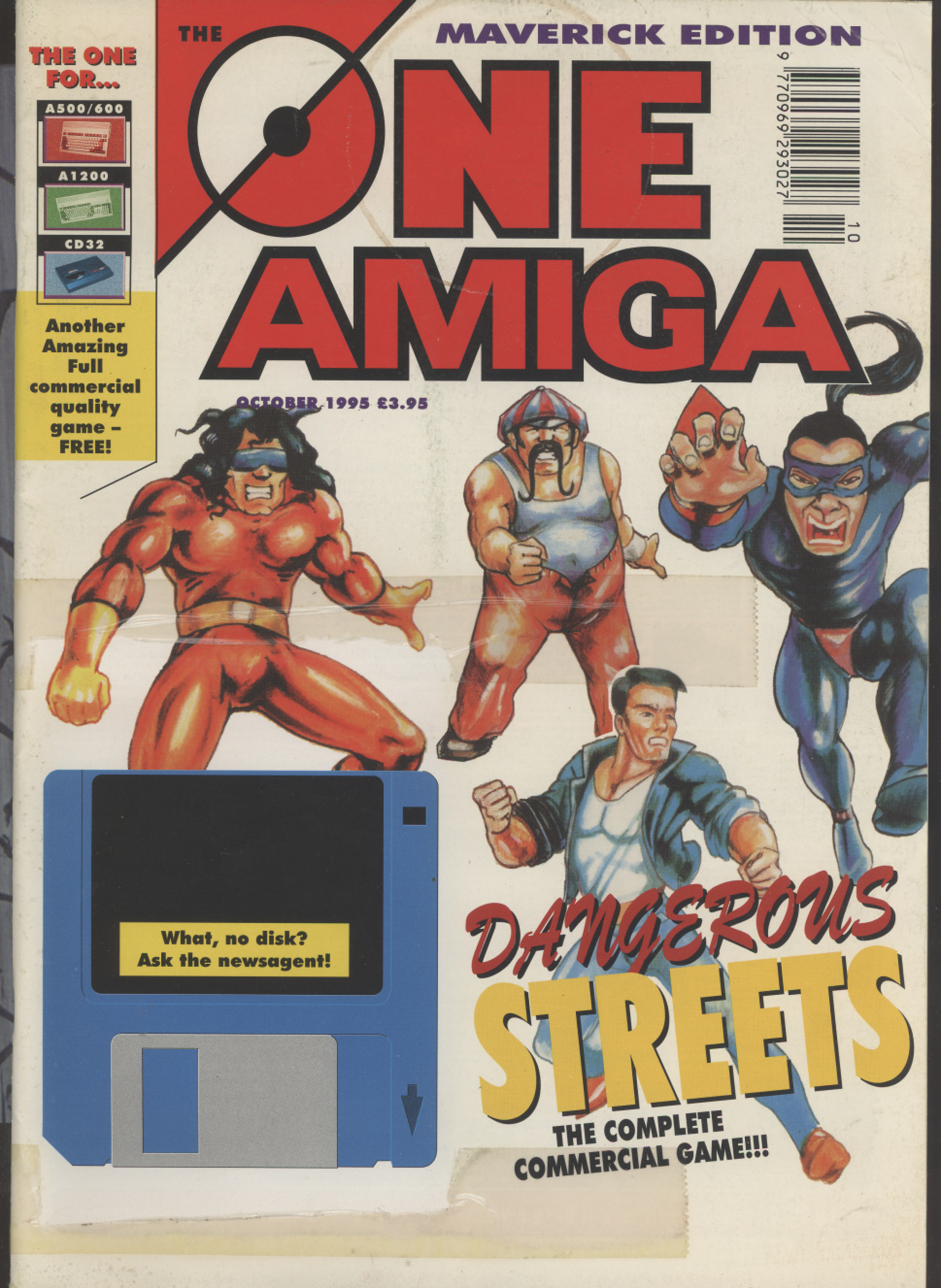

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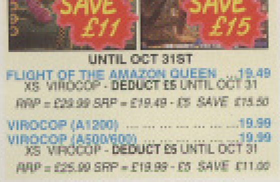
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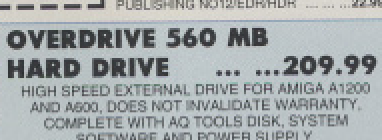
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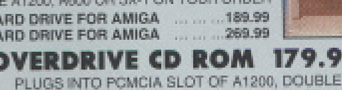
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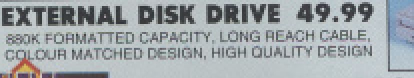
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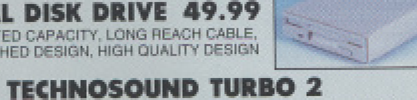
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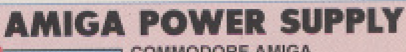
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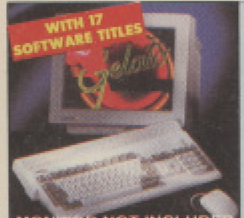
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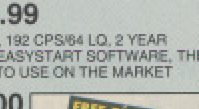
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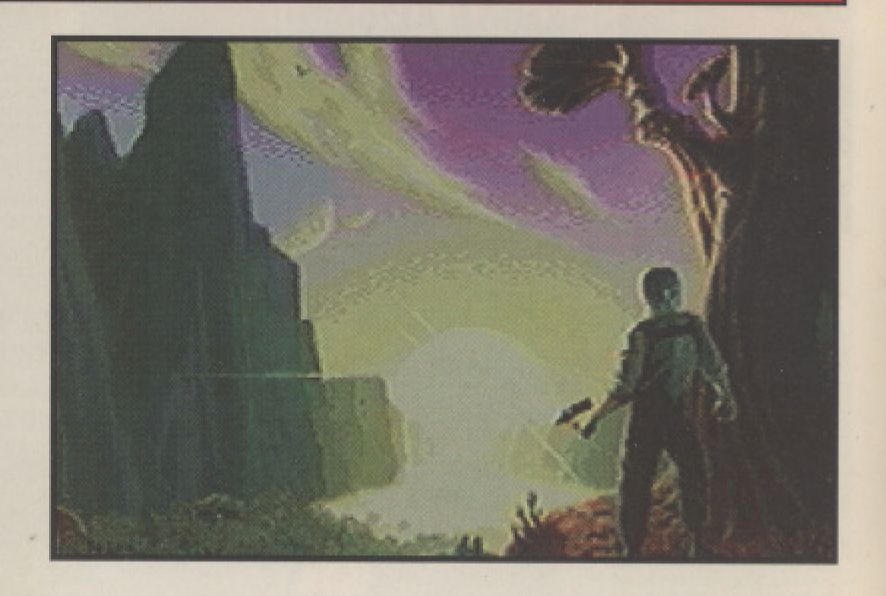
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LIVERPOOL '95

THE OFFICIAL YEARBOOK OF THE 1994-1995 SEASON











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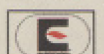
Liverpool Football Club have had a superb 1994-'95 season which has seen glory return to Anfield in the form of the Coca-Cola Cup. The season also saw The Reds fighting for top honours in the Premiership, and by virtue of their cup win they are now set for a return to top-flight European competition.

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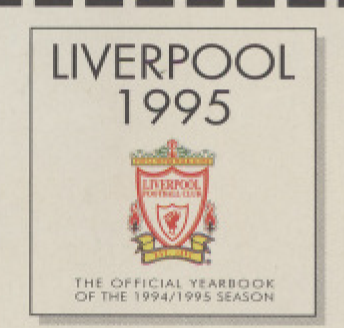
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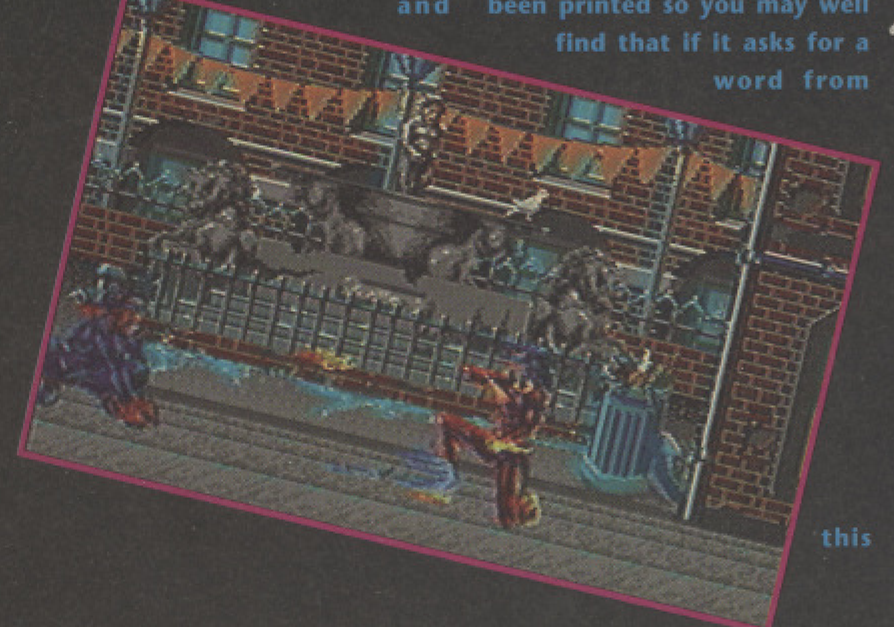
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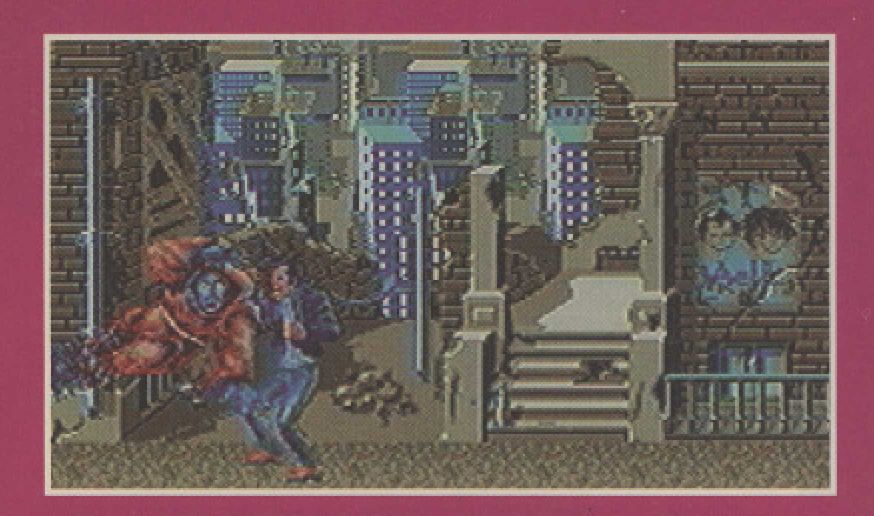
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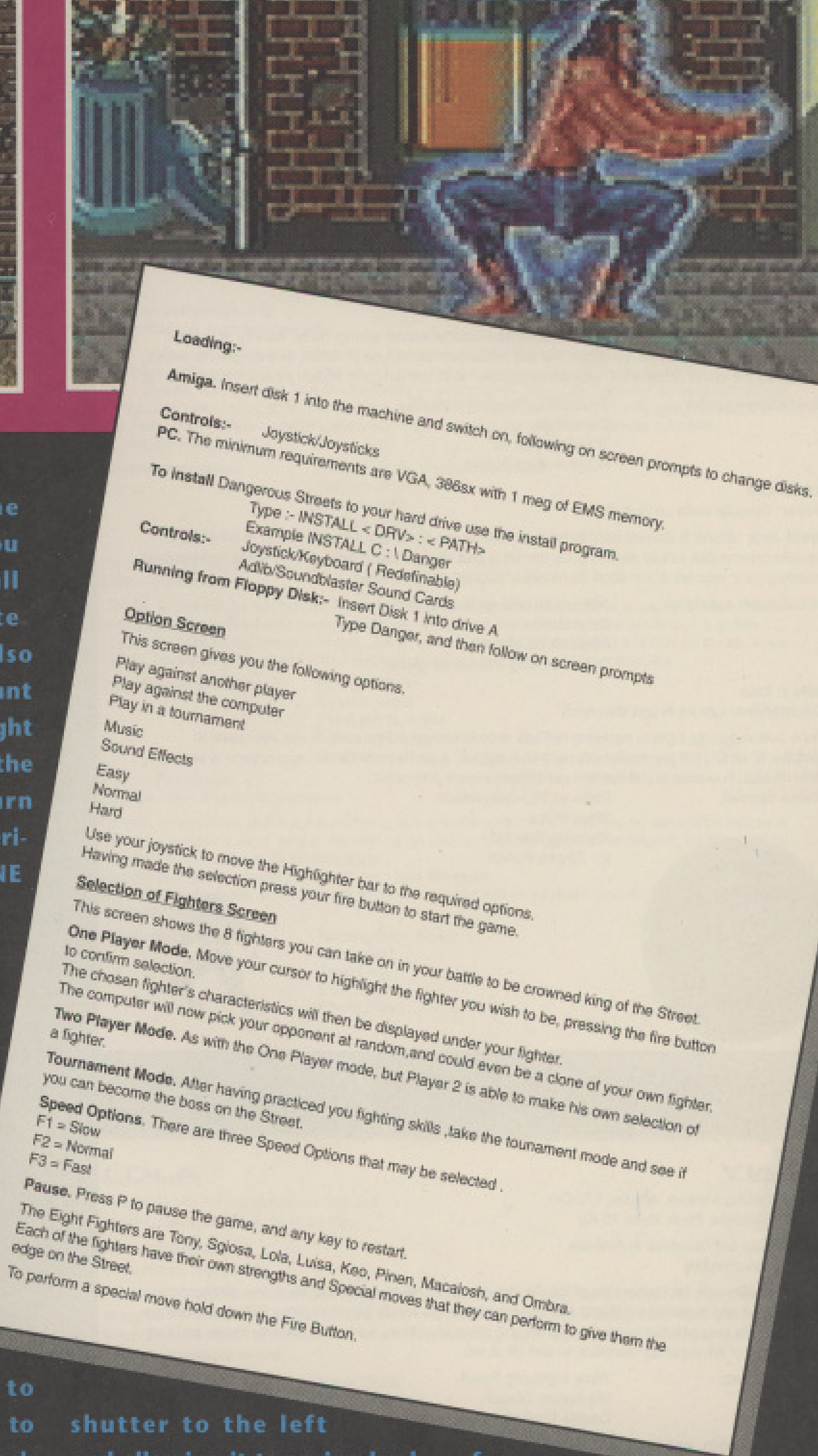
Can you believe it here we are again bringing you a full game. Things can't get much better can they? Well this month we have the excellent beat 'em up 'Dangerous Streets'. If you have a CD32 then you may already have this game but not for your A500, A600 or A1200. This is quite an excellent game and it's totally yours, if you buy this magazine.

What's it like and what's it all about? The best way to find out is to whack the disk into machine and get fighting. As with the last game that we gave away this also has a copy protection screen and this means that you must enter the word that you are asked for at the start of the game. As with last time we have printed the instruction manual so that you can find the word that you want. The first page has not been printed so you may well find that if it asks for a word from this page then you have to type anything and wait for it to ask you for another word. This is a joystick controlled game like most fighting games and it offers you three modes of play. Firstly you can play the computer in one off fights, secondly you can play the two player mode and take on your friends and thirdly you can play in a tournament. There are also three levels of difficulty, easy, normal and of course hard. Then you get to choose who you are, there are eight fighters to choose from. All sorts of different styles of fighting can be seen from characters as diverse as the rather lovely Luisa and Lola to the rather less lovely Pinen and Keo. You get to choose who you want to be, in the reprinted instructions you can read all about the different characteristics that the fighters have and their moves and their histories. In the single player mode you select the fighter that you want to be with the highlighted cursor. The computer will then select at random your opponent and you









Loading:-

Amiga. Insert disk 1 into the machine and switch on, following on screen prompts to change disks.

Controls:- Joystick/Joysticks

PC. The minimum requirements are VGA, 386sx with 1 meg of EMS memory.

To install Dangerous Streets to your hard drive use the install program.
Type :- INSTALL < DRV> : < PATH>
Example INSTALL C : \ Danger

Controls:- Joystick/Keyboard (Redefinable)
Adlib/Soundblaster Sound Cards

Running from Floppy Disk:- Insert Disk 1 into drive A
Type Danger, and then follow on screen prompts

__Option Screen__

This screen gives you the following options.

Play against another player
Play against the computer
Play in a tournament

Music
Sound Effects

Easy
Normal
Hard

Use your joystick to move the Highlighter bar to the required options.
Having made the selection press your fire button to start the game.

__Selection of Fighters Screen__

This screen shows the 8 fighters you can take on in your battle to be crowned king of the Street.

One Player Mode. Move your cursor to highlight the fighter you wish to be, pressing the fire button to confirm selection.
The chosen fighter's characteristics will then be displayed under your fighter.
The computer will now pick your opponent at random,and could even be a clone of your own fighter.

Two Player Mode. As with the One Player mode, but Player 2 is able to make his own selection of a fighter.

Tournament Mode. After having practiced you fighting skills ,take the tounament mode and see if you can become the boss on the Street.

Speed Options. There are three Speed Options that may be selected .
F1 = Slow
F2 = Normal
F3 = Fast

Pause. Press P to pause the game, and any key to restart.

The Eight Fighters are Tony, Sgiosa, Lola, Luisa, Keo, Pinen, Macaiosh, and Ombra.
Each of the fighters have their own strengths and Special moves that they can perform to give them the edge on the Street.

To perform a special move hold down the Fire Button.

may even find that you are fighting a clone of yourself. The two player mode is the same but the players individually choose the character that they want to be. The Tournament mode is as you would expect a tournament to see if you can become the boss of the street. There are also three speed options that you can choose, F1= Slow, F2= Normal and F3= Fast. This can be useful especially whilst you are getting used to the game. There is also a pause facility, simply type 'p' and hit any key to continue. Well all there is left for you to do now is to load the game.

LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, ace or what! Now the only thing to do before you enjoy hours of fun is get through the copy protection screen. We had a couple of phone calls last month from people that hadn't quite got to grips with this system so let me explain it again for you. It's very easy really! All you have to do is to follow the instructions. You are given a page number, locate this page on the reprinted manual, you're also given a line number, count down the lines on the page that you have located (including all headings) until you locate the right line, you are also given a word number, count along the line to find the right word and then simply type the word in and hit the return button. Hey Presto! One serious game from THE ONE AMIGA!

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back.

Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to

FULL GAME FREE

SGIOSA CAPELI

Height, Größe, Mesure, Altezza 182 Cm
Weight, Gewicht, Pèse, Peso 90 Kg

Born in Italy
Occupation: Works in a Disco Club

After reaching Top Grade at Shotokan Street Fighting, he then turned his attention to Ninsitsu. A resident D.J at the roughest night spot in Italy, few people disagree with his selection of music, which is as a matter of fact - terrible.

Special Moves: Firework Flip- Side Attack
Disco Pulse
Shooting Star 12"
Ice Smoke Punch

Geboren in Italien
Beschäftigung: Arbeitet in einem Disco Club

Nachem er die höchste Qualifikation im Shotokan-Straßenkampf erlangt hatte, wandte er seine Aufmerksamkeit Ninjitsu zu. Er ist der D.J des wildesten Nachtclubs in Italien, und es gibt nur wenig Leute, die mit seiner Musikwahl nicht einverstanden sind, die um ganz ehrlich zu sein fürchterlich ist.

Spezialbewegungen: Feuerwerk-Flip- Seitenangriff
Disco-Puls
Shooting-Star 12"
Rauchwolken-Schlag

Né en Italie
Métier: Travaille dans un club disco

Après avoir obtenu le dernier dan dans le combat de rue Stotokan, il se tourna sur le Ninsitsu. Il travaille comme disk jockey dans la boîte de nuit la plus dangereuse d'Italie, et il n'y a pas beaucoup de monde pour s' opposer à son choix de musique (Qui est en fait affreux)

Mouvements spéciaux: Attaque de côté en feu d'artifice
Coup disco
Etoile filante 30 cm
Coup de poing à la fumée glacée

Nato in Italia
Occupazione: Lavora in una discoteca

Dopo aver raggiunto il grado massimo nell'arte dello Shotokan, ha spostato la sua attenzione al Ninsitsu. E' un D.J del piu' malfamato night-club italiano, e poche persone non apprezzano la selezione della musica, in quanto le sue reazioni potrebbero essere pericolose.

Mosse Speciali: Firework Flip-Side Attack
Disco Pulse
Shooting Star 12"
Ice Smoke Punch





PINEN

Height, Größe, Mesure, Altezza 189 Cm
Weight, Gewicht, Pèse, Peso 150 Kg

Born in Switzerland

Occupation: Lorry Driver

Dont be fooled by this fighters "Pot Belly". After years of driving trucks and lifting boxes for a local software company, his arms are as strong as steel girders. His temper is almost always at breaking point due to the exhausting work and he spends most nights around the taverns and bars in Switzerland. He is feared by almost all of the hardnail thugs that flock to these bars, watch out anyone that crosses his extremely large path and "Belly".

Special Moves:- Spinning Cap Attack
Large Cap Shield
Mini Man Attack

Geboren in der Schweiz
Beschäftigung: LKW-Fahrer

Lassen Sie sich nicht vom "Bierbauch" dieses Fighters täuschen. Die Jahre als LKW-Fahrer, in denen er auch Kisten für eine ortsansässige Software-Firma geschleppt hat, haben seine Arme gestählt. Aufgrund seines äußerst niedrigen Lohns gerät er leicht in Wut. Fast jeden Abend kann man ihn in den Tavernen und Bars in der Schweiz antreffen, und die meisten der hartgesottenen Schlägertypen, die sich in diesen Bars herumtreiben, haben Angst vor ihm.Man kann nur jeden, der seinen breiten Weg und "Bierbauch" kreuzt, zu äußerster vorsicht raten.

Spezialbewegungen: Spinning-Cap Angriff
Large-Cap-Schild
Minimann-Angriff

Né vous laissez pas prendre par le "gros ventre" de ce combattant. Après des années au volant de son camion et à soulever des cartons pour une société de logiciels de la région, ses bras sont aussi forts que de l' acier. Il est toujours au bord de l' explosion à cause du salaire ridicule qu' il reçoit et des nuits qu' il passe dans les tavernes et bars suisses. Pratiquement tous les voyous qui fréquentent ces bars ont peur de lui. Attention à tous ceux qui traversent son très grand chemin et qui s' approchent trop près de sa bedaine.

Mouvements spéciaux: Attaque à la casquette tournante
Grande casquette bouclier
Attaque mini homme

Nato in Svizzera
Occupazione: Camionista

Non siate sciocati da questo combattente soprannominato " Pot Belly".
Dopo aver guidato e sollevato pacchi per anni. le sue braccia sono forti e muscolose. Ha un temperamento animalesco, dovuto ai bassissimi salari percepiti, e trascorre la maggior parte delle notti nei bar e nelle taverne della Swizzera.

Mosse Speciali: Spinning Cap Attack
Large Cap Shield
Mini Man Attack



TONY

Height, Größe, Mesure, Altezza 172 Cm
Weight, Gewicht, Pèse, Peso 70 Kg

Born in Italy, but now lives in America.
Occupation: Playboy

A strong believer in the darker side of life. Toy meditates for hours upon hour each day, summoning up all of the evil and hatred in the World and combined with his deadly Street-Fighting skills is a fearsome opponent. He conceals his menacing mental and physical abilities behind his playboy image and can switch each of his separate identities on and off at will.

Special Moves: Triple Lightning Punch
Manhattan Dragon
Double Fireball

Geboren in Italien, lebt aber jetzt in Amerika.
Beschäftigung: Playboy

Er glaubt fest an die dunklere Seite des Lebens. Durch seine stundenlange Meditation jeden Tag kann Tony alles Böse und allen Haß der ganzen Welt aufbieten, die ihn in Verbindung mit seinen tödlichen Qualitäten als Straßenkämpfer zu einem gefürchteten Gegner machen. Er verbirgt seine bedrohlichen physischen und seine beiden Identitäten willkürlich an und abschalten.

Spezialbewegungen: Dreirblitz-Schlag
Manhattan-Drachen
Doppel-Feuerball

Né en Italie, mais vit maintenant aux Etats-Unis
Métier: Playboy

Tony, qui croit très fort aux forces maléfiques, médite pendant des heures tous les jours pour essayer d' appeler tout le mal et la haine dans le Monde. Allié à ses techniques mortelles de combat de rue, cela en fait un ennemi redoutable. Il cache ses capacités mentales et physiques derrière son image de playboy et peut, à volonté, devenir chacune de ses identités.

Mouvements spéciaux: Triple coup de poing éclair
Dragon Manhattan
Double boule de feu

Nato in Italia, ma ora vive in America
Occupazione: Playboy

Crede moltissimo nelle forze del male, medita tutti i giorni per ore ed ore per provare a richiamare tutto il male e l'odio del mondo. Uniti alle sue tecniche mortali di combattimento da strada, questo ne fa un nemico temibile.
Nasconde le sue capacita' mentali e fische dietro la sua immagine da playboy e puo', a volonta', assumere ognuna di queste personalita'.

Mosso Speciali: Triple Lightning Punch
Manhattan Dragon
Double Fireball





LUISA

Height, Größe, Mesure, Alteza 168 Cm
Weight, Gewicht, Pèse, Peso 54 Kg

Born in France
Occupation: Gym Teacher

Gymnastics is the name of the game with Luisa. This super- fit girl likes nothing more than to hurl herself around a gymnasium for hours at a time, teaching her team of fitness freaks the art of balance and muscle rigidness, as well as acrobatic skills. Do not be mis- lead by her slick looks, this babe is one tough cookie and not one to crumble easily under pressure.-

Special Moves: Uppercut Cruncher
Slab Defence
Spinning Top Snap Kick
Pirouette Attack

Geboren in Frankreich
Beschäftigung: Sportlehrer

Bei Luisa dreht sich alles um Gymnastik. Nichts macht diesem superfitten Mädchen mehr Spaß, als stundenlang durch die Turnhalle zu wirbeln und ihrem Team von Fitness-Freaks die Kunst des Gleichgewichts und der Meskelkraft sowie akrobatische Fertigkeiten beizubringen. Lassen Sie sich nicht von ihrem eleganten Aussehen täuschen, diese Dame ist hart wie Stahl und nicht so einfach kleinzukriegen.

Spezialbewegungen: Uppercut-Haken
Verteidigungsschlag
Kreisel-Schwung-Kick
Pirouetten-Angriff

Née en France
Métier : Professeur de gym

La gym est la vie de Luisa. Cette fille en super-forme adore s'épuiser pendant des heures dans un gymnase en apprenant à ses élèves l' art de l' équilibre et de la rigidité des myscles, ainsi que l' acrobatie. Ne vous laissez pas prendre par son joli minois, cette petite est coriace et la pression ne la fait pas craquer facilement.

Mouvements spéciaux: Coup de poing à la mâchoire
Défense slab
Coup de pied tournant
Attaque en pirouette

Nata in Francia
Occupazione: Insegnante di ginnastica

La ginnastica e' la sua vita. Questa atletica ragazza ama scaricarsi per ore nella palestra insegnando ai suoi allievi l'arte dell'equilibrio della rigidita' dei muscoli, e le acrobazie. Non vi fate ingannare dal suo bel viso, questa piccola e coriacea fanciulla non si scoraggia facilmente.

Mosse Speciali: Uppercut Cruncher
Slab Defence
Spinning Top Snap Kick
Pirouette Attack



MACALOSH

Height, Größe, Mesure, Altezza 188 Cm
Weight, Gewicht, Pèse, Peso 90 Kg

Born In North America
Occupation: Spiritual Leader of The Sioux

Found abandoned by an old and wise Indian Chief, Macalosh "Wild One" was raised until maturity, learning the ancient Indian fighting arts and being born of the wild, used his fighting skills alongside creatures of the forest, notably the Panther which was seen watching over the infant boy as the Indian Chief approached him those many years ago.

Special Moves: Panther Strike, Thunder Clap, Scalp Lash

Geboren in Nordamerika
Beschäftigung: Geistiger Boss der Sioux

Macalosh, der "Wilde", war als Kind von einem alten und weisen Indianerhäuptling gefunden und aufgezogen worden, der ihn auch die uralten indianischen Kampftechniken lehrte. In der Wildnis geboren, kämpfte Macalosh Seite an Seite mit den Tieren des Waldes, vor allem mit dem Panther, der auch auf ihn aufgepaßt haben soll, als sich der Indianerhäuptling ihm vor vielen Jahren näherte.

Spezialbewegungen: Panther-Angriff, Donner-Schlag, Skalp-Schlag

Né en Amérique du Noid
Métier : Chef spirituel des Sioux

Trouvé abandonné par un vieux et sage chef Indien, Macalosh Le Sauvage fut élevé en apprenant les antiques techniques de combat des indiens et comme il était né dans la nature, utilisa ses techniques auprès des créatures de la forêt, soutout la panthère qui veillait sur le bébé lorsque le Chef indien s'en appeocha il y a bien longtemps.

Nato nell'America del Nord
Occupazione: Capo spirituale dei Sioux

Trovato abbandonato da un vecchio e saggio capo indiano, Macalosh "Il selvaggio" fu allevato imparando le antiche tecniche di combattimento degli indiani e,siccome e' nato nella natura, utilizza queste tecniche imitando soprattutto l'agilita' della pantera che lo ha allevato fino a quando il capo indiano lo trovo'.

Mosse Speciali: Panther Strike, Thunder Clap, Scalp Lash




OMBRA

Height, Größe, Mesure, Altezza 167 Cm
Weight, Gewicht, Pèse, Peso 75 Kg

Born in Pennsylvania
Occupation: Expert Palmist

Occult specialist Ombra practices his art to a fine medium. Cool, calm and collective he utilises each physic ability to the full. Raised by an old Pennsylvanian alchemist , ne has learned to use and control the powers of the occult. This can be dangerous compared to a lot of the competition, he is fast, flame transport slick and intelligent, using his occult powers rather than physical abilities.

Special Moves: Burning Palm Strike, Star Shield, Sand Dive, Star Strike, Power Kick

Geboren in Pennsylvania
Beschäftigung: Handlinienexperte

Der Okkultspezialist Ombra praktiziert sein Handwerk als eine Kunstform. Cool, ruhig und gelassen schöpft er seine psychischen Qualitäten voll aus. Aufgezogen von einem alten Alchemisten in Pennsylvania, hat er gelernt, okkultische Kräfte zu gebrauchen und zu kontrollieren. Im vergleich zu den Fähigkeiten vieler seiner konkurrenten kann das recht gefährlich sein. Er ist schnell, geschmeidig wie das Feuer und intelligent, und er verläßt sich mehr auf seine okkultischen kräfte als auf seine physischen Fähigkeiten.

Spezialbewegungen: Schlag mit der brennenden Hand, Sternen-Schild, Sand-Sprung, Sternen-Schlag, Power-Kick

Né en Pennsylvanie
Métier: Palmiste

Ombra, le spécialiste de l'occulte, pratique son art à la perfection. Calme et recueilli, il utilise toutes ses capacités physiques au maximum. Elevé par un vieil alchimiste de Pennsylvanie, il a appris à utiliser et contrôler les forces occultes . Ce peut être dangereux par rapport à la concurrences. Il est rapide, soigné et intelligent et utilise ses pouvoirs occultes plutôt que ses capacités.

Mouvements spéciaux: Palme brûlante, Bouclier étoile, Plongeon de sable, Coup de l'étoile, Coup de pied

Nato in Pensilvania
Occupazione: Esperto Chiromante

Ombra, lo specialista dell'occulto, pratica la sua arte alla perfezione. E' calmo, concentrato e utilizza al massimo le sue capacita' fisiche. Allevato da un vecchio chiromante della Pensilvania, ha imparato ad utilizzare e controllare le forze dell'occulto.
Questo puo' essere molto pericoloso per i suoi avversari.
E' molto rapido, pulito ed intelligente, e preferisce utilizzare i suoi poteri occulti piuttosto che le sue capacita' fisiche.

Mosse Speciali: Burning Palm Strike, Star Shield, Sand Dive, Star Strike, Power Kick



KEO

Height, Größe, Mesure, Altezza 145 Cm
Weight, Gewicht, Pèse. Peso 71 Kg

Born in Germany
Occupation: Custodian in an Old Castle

A strange foe indeed. A devout monk who's fighting skills range from the weird to the unbelievable. He can change form at random into a Moat Monster- An eight tentacle beast, also he introduces a new art of fighting, Spring Fighting.
Keo can with his strange art can jump higher, faster and who ever stands in his way probably will end up with circular spring bruises all over their bodies - a tough character indeed.

Special Moves: Ice Ball, Moat Monster Attack, Moat Monster Defence

Geboren in Deutschland
Beschäftigung: Wächter in einem alten Schloß

Wirklich ein recht merkwürdiger widersacher. Keo ist ein frommer Mönch, dessen kämpferische Qualitäten vom Seltsamen bis zum Unglaublichen reichen. Er kann sich willkürlich in ein Grabenmonster - ein Untier mit acht Fangarmen - verwandeln. Außerdem führt er eine neue Kampftechnik ein - den Sprungkampf.
Mit dieser merkwürdigen Technik kann Keo höher und schneller springen, und wer sich ihm in den weg stellt, muß mit blauen Flecken in Form von sprungfedern am ganzen Körper rechnen - wirklich ein knallharter Typ, dieser Keo !

Spezialbewegungen: Eisball, Grabenmonster-Angfiff, Grabenmonster-Verteidigung

Né en Allemagne
Métier : Gardien d' un vieux château

Un bien étrange ennemi ! Un moine dévôt dont les techniques de combat vont de l'étrange à l' incroyable. Il peut changer d' apparence quand il veut et devenir un Monstre des Douves : une créature à huit tentacules. Il introduit également un nouvel art du combat : le combat à ressort.
Keo, grâce à cette étrange technique, peut sauter plus haut et plus vite et quiconque se tient dans son chemin en manquera pas de finir avec des bleus en forme de ressort sur tout le corps. Un personnage vraiment coriace.

Mouvements spéciaux: Boule de glace, Attaque du monstre des douves, Défense du monstre des douves

Nato in Germania
Occupazione: Custode di un vecchio castello

E' uno strano nemico ! Un monaco devoto le cui tecniche di combattimento vanno dall' insolito all'incredibile. Puo' cambiare aspetto quando vuole e diventare un mostro marino: una creatura ad 8 tentacoli.
Inoltre introduce una nuova tecnica di combattimento: il combattimento a molle. Keo, con l'ausilio di queste strane tecniche puo' saltare piu'alto e piu' velocemente e chiunque si trovi sul suo cammino, verra' riempito di lividi blu a forma di molla su tutto il corpo E'un personaggio .

Mosse Speciali: Ice Ball, Moat Monster Attack, Moat Monster Defence



LOLA

Height, Größe, Mesure, Altezza 192 Cm
Weight, Gewicht, Pèse, Peso 57 Kg

Born in England
Occupation: Top Model

The British Osaka Karate champion and top model Lola, treats her body like a shrine. She may parade along the cat walk like a Queen, but once out on the street she turns into a raging Red Head. She has an aim in life to be top of her profession in what ever she does and that can be seen when she is in action on those dangerous streets.

Special Moves: Mirror Shield, Hair Gell Attack, Passion flame Attack, Shadow Jump

Geboren in England
Beschäftigung: Top-Model

Als Osaka-Karate-Meisterin von Großbitannien und Top-Model behandelt Lola ihren Körper wie ein Heiligtum. Zwar mag sie den Laufsteg entlangschreiten wie eine Königin, in der harten Welt der Realität jedoch verwandelt sie sich in einen hitzigen Rotschopf. Ihr Ziel im Leben besteht darin, bei allem, was sie tut, die Beste zu sein, und das wird auch deutlich, wenn man sie in den gefährlichen Straßen in Aktion sieht.

Spezialbewegungen: Spiegelschild, Haargel-Angriff, Passionsflammen- Angriff, Schattensprung

Née en Angleterre
Métier : Top Model

Lola, championne britannique de karaté Osaka et top model, traite son corps comme un temple. Elle fait les défilés de mode en marchant comme une reine mais une fois dans la rue elle se transforme en une rouquine enragée. Son but dans la vie est d'être la meilleure dans sa profession, quelle qu'elle soit. Et vous le verrez bien quand elle part à l'action dans les rues dangereuses.

Mouvements spéciaux: Bouclier miroir, Attaque au gel de coiffure, Attaque à la flamme de passion, Saut de l'ombre

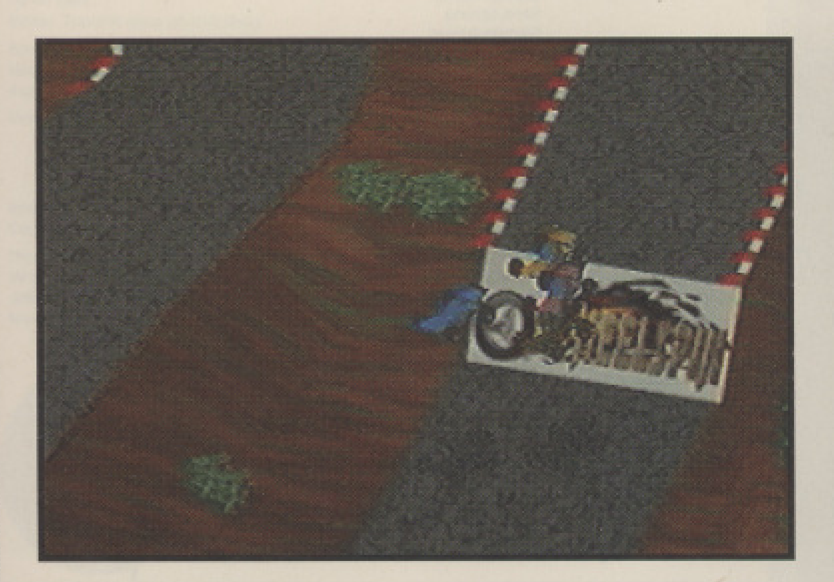
Nata in Inghilterra
Occupazione: Top Model

Lola, campionessa britannica di Osaka Karate e top model, tratta il suo corpo come un tempio. Partecipa alle sfilate di moda camminando come una regina, ma una volta nella strada si trasforma in una rossa inferocita. Il suo scopo nella vita e' essere la migliore nella sua professione, qualsiasi essa sia. Ve ne accorgerete quando parte all'azione nelle strade pericolose di DANGEROUS STREETS.

Mosse Speciali: Mirror Shield, Hair Gell Attack, Passion Flame Attack, Shadow Jumpild



NEWS

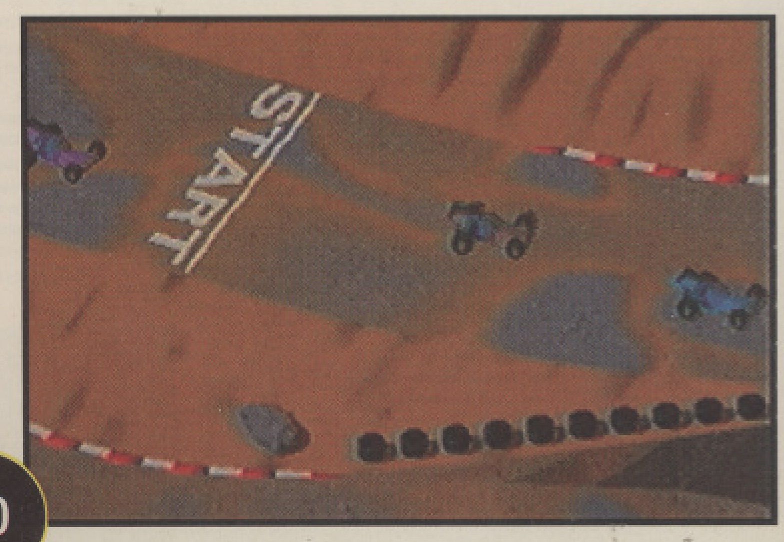




NEW GAMES FROM BLACK LEGEND?

Black Legend, part of the Kompart group are releasing two new games, (Wheelspin as reviewed in this issue and Citadel, soon to be with us). These games are part of an attempt to see if there is still a market for Amiga games. Both these games have been in development for eighteen months and have been the subject of very large financial investment.

If these two game succeed we could well see an increas-



STOP PRESS!

We have just had news that a new game is being developed in Italy by Fields Of Vision the makers of T Racer. This is to be a Doom style game and that seems to be the latest craze. We don't know a lot about it but as we get news we'll print it. We do know that the game is to have 256 AGA colours, variable window sizes, variable pixel size, ceiling and floor texture, lifts and doors, sky texture, animated texture, variable lighting, "Bouncing Movement"? and generally sounds like it might actually be quite good!

AMIGA RE-LAUNCH TO INCLUDE MAJOR SOFTWARE!

Well it seems that at long last the Amiga is soon to come back in to the market place. In a world of ever moving technology The Amiga has bucked the trend and not only is it still hugely popular but it is also to be re-released. It seems that the packages will be called 'Amiga Magic' and the two available packages have loads of great software. Both the packages have Amiga 1200 computers, one is the hard drive version and the other is the standard.

The Standard package comes with Digita's Wordworth version 4, Datastore and organiser plus TurboCalc, Cloanta's Personal Paint version 6.4, Almthera's Photogenics 1.1 and two games, the great games (that we reviewed last month) Pinball Mania, and Whizz! This package is a mere £399. It seems that no one at the small UK section of Amiga Technologies was willing to confirm the A1200 pack contents or the launch date but this seems to be what can be expected. Source CTW.



BRIGHT NEWS FOR GLOOM!

Gloom, the rather excellent adventure/shoot 'em up game that we reviewed in the issue before last of The One is to get a face lift already! Guildhall Leisure Services and Black Magic have announced that they are to bring out another three packages for the Gloom saga.

Firstly there is Gloom Deluxe. This package will feature new enhanced graphics and will run on any Amiga with two meg RAM and an accelerator. The second of these three packages is the Gloom Data disk. This consists of a load of new levels and much improved graphics for existing owners of Gloom. The third package is Gloom 2-CD32- .This uses the original Gloom engine and has new levels and again superior graphics. We'll be reviewing all of these little beauties as soon as we get our hands on them so stay patient and keep buying The One. The first package, Gloom Deluxe is due to be released at the end of September. The other two packages, the Gloom Data disk and the Gloom 2, are both due for release at the end of October.







PRIMAL RAGE HITS THE SCREEN

Primal Rage gets the launch that it deserves with a whole pile of TV ads. We still are waiting for this game to hit the Amiga but when it does you can be sure that we will give you the low down on what is truly expected to be the game of the year. The TV commercials are intended to be fairly hard hitting with a gruesome soundtrack throughout the whole advert. The voice of Simon Bates will warn you that the ad has been censored. The Dinos are seen preparing to give each other a pounding but just as the action is about to start some seriously weird stuff takes place. The expected scenes of violence are replaced with images of grandmothers at birthday parties and other equally innocent scenes of children, kittens and such likes. The ad then returns to the battling creatures only when one of them has fallen victim.





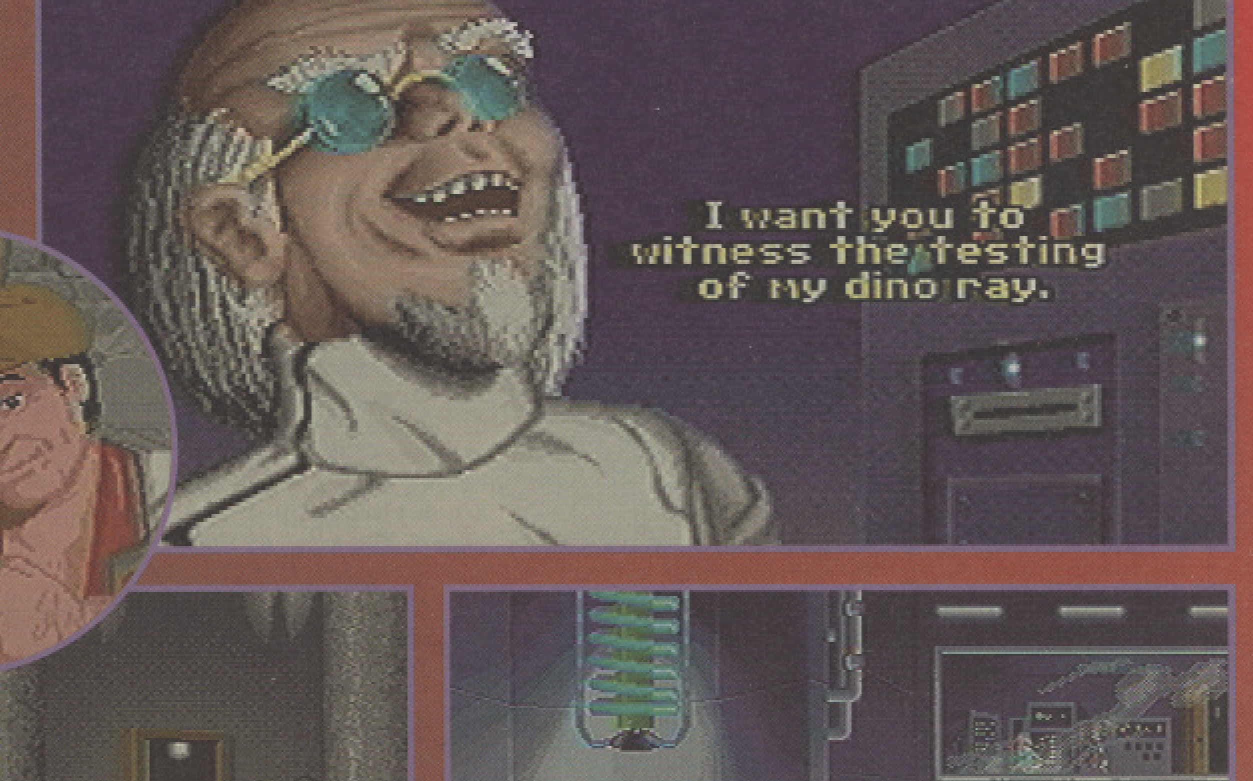
FLIGHT OF T
AMAZON Q

In September of this year Warner Interactive Entertainment announced that they would be releasing Flight of The Amazon Queen, an excellent graphic adventure for the PC, PC CD-ROM and the Amiga systems. This has been heralded as a game with unusual levels of humor and depth of character. Well we were hoping to get hold of a full review copy of the game for this issue of The One Amiga but alas we were slightly ahead of ourselves. We should be recieving the full game just as this issue goes off to print so you can be pretty sure that in the next issue you will be able to see the whole thing. Well untill then you'll have to make do with our limited screen shots and all I have to say about the game. This should be something pretty special on the Amiga. There are a lot of similar adventure games available and they always seem to go down really well with the Games buying public. Adventure games have a lot to offer in general, there are so many aspects to them.

NEW WORLDS

Firstly there is the fact that you are plunged into a different world through your computer screen, all games do this to a certain extent but what an adventure game offers you is a whole load of options. What do you do? Where do you go? What do you take with you? All these questions are there to be





THE QUEEN

You might well have seen the demo disk but what can we tell you about this game. Well it's out soon and we've been taking a little look at what's on offer.



answered. Normally there is only one right answer and it won't always be all that easy to work out what the question is let alone the answer. Essentially you are trying to work your way through the game from level to level, but unlike a platform game where you simply pick up whatever you see, in an adventure game you have to think carefully and solve problems that initially you don't even know are there. These are the sorts of games that I absolutely love and Flight of the Amazon Queen looks like it is going to offer us a superb adventure game.

MAD DOCTORS AND AMAZON WOMEN...

One of the important part of adventure games is the story. This is what sets the scene and unlike in many other games this is what you actually become part of. You are living out this strange story. Flight of The Amazon Queen has an excellent story



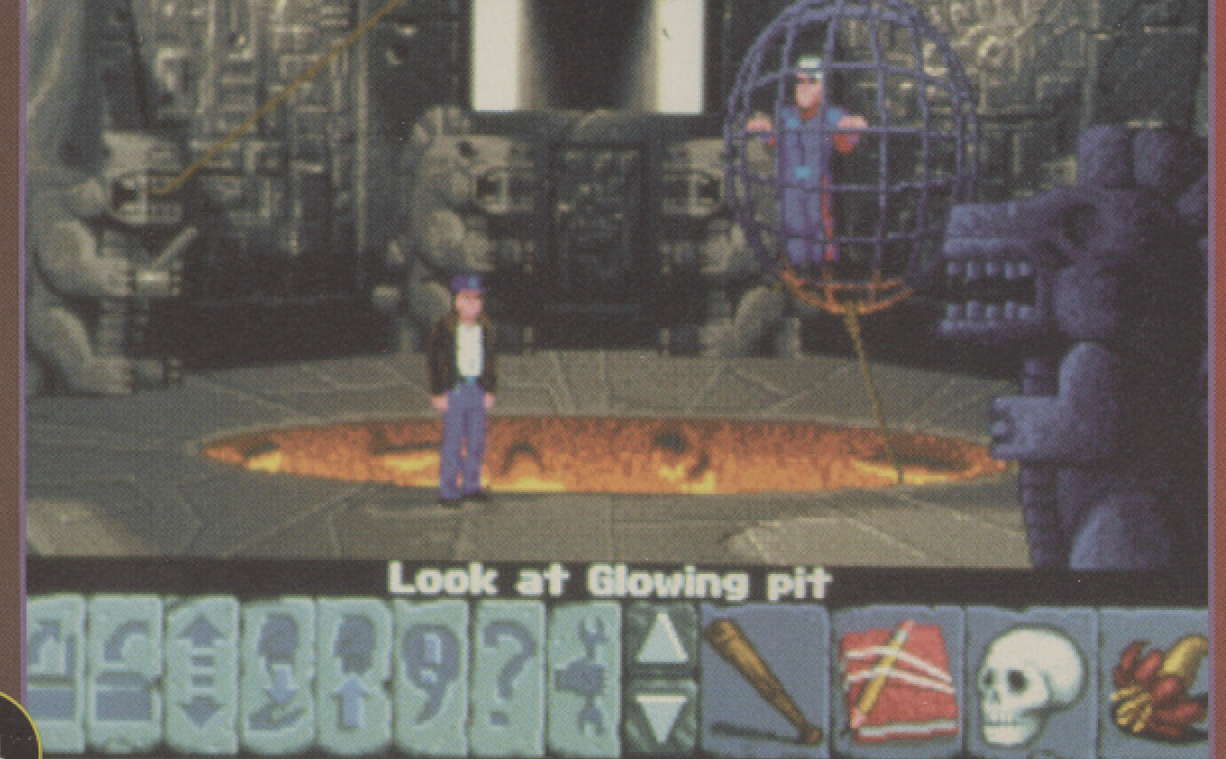




You called for me Doctor Ironstein?

Pick up Lola

behind it. The whole game is set in 1949 and is a direct descendant of all the strange adventure series that were so popular during the forties. You are in control of Joe King one of those excellent characters that you see in so many of the old black and white American films. He's a pilot for hire and he's got rather a lot on his plate. It seems that Joe is in a bit of trouble and is going to have rather a lot to deal with. The Demo disk itself sees Joe facing up to a rather superior looking pilot who is vying with him for the attention of a rather beautiful actress who he is meant to fly across the Amazon. Well of course he gets held up in the hotel where he has gone to collect the actress and it's all down hill from there. Now he has to escape from the hotel and get past the two heavies at the hotel doorway. All this is quite easily accomplished with a bit of common sense and a lot of inquisitiveness. From this point Joe starts his quest in earnest and things get even madder. Joe has to deal with allsorts of strange types of people in the Amazon. He comes across a load of full on missionaries, a race of Amazon women and of course a beautiful Princess, A pygmy tribe, Who it seems are all six foot tall? and an organisation called 'Floda' who want to take over the world. This mad organisation is right at the centre of the plot and Joe has to face them with all the wit you can muster. 'Floda' does of course have an evil mad professor at the centre.



WORLD DOMINATION!

FLIGHT OF THE AMAZON QUEEN



This nutter goes by the name of Dr. Frank Einstien, a strange combination of names perhaps! Anyway it seems that this chap is rather keen on world domination, like most computer game meglamaniacs. Well he has a rather strange method of achieving his ambition, he is intending to use his 'advanced cloning techniques' to create an army. This is to be an army of hybrids, a mix of dinosaurs and amazon women. This army of Dino-women will then be sent out to take over the world. However things get really complicated as Faye and Sparky are taken hostage and Joe is forced to head of into the strange valley of the mists which lies beneath an even stranger alien force field. Joe is forced to venture into this strange land so that he can find more living dinosaurs. It seems Joe is doomed but we know with you pulling his strings he will go on to battle against all the odds to beat the evil Dr.Frank Einstein and







GAMES

The 'Overall' score is not an average mark, oh no siree. We all sit down together and try decide what it should be, get bored and put any old crap in. (Hang on, that's not right)



Plop, poo, wee and generally not worth the plastic for the disks. And arse.



Why do companies insist on releasing stuff that scores this low. Shoot 'em, that's what I say!



Not bad, but then not that good either. How about the old cliché, 'average'?



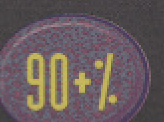
To call in a favour from another cliché pal of mine 'above average'.



Now this is more like it, plenty for your cash here, but those of lesser means might looks to...

81-90%

...something of this standard. Really very good indeed, although still flawed enough to not score above...



...90%. The ultimate accolade. Any game scoring this high is well deserving of your cash.

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U052 Essential Virus Killer	1.25
U053 Soccer League	1.25
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D001 Night Breed	1.25
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D004 Creep Show	1.25
D005 Fracion Horror Show	1.25
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D007 Evil Dead (1 meg)	1.25
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D012 Raider Of The Lost Ark	1.25
D013 Predator Demo	1.25
D014 Safe Sex	1.25
D015 Stealthy 2 (1 meg)	1.25
D016 Jimi Hendrix Slideshow	1.25
D018 Holsten Pils	1.25
D019 Popeye Meets The Beach Boys	1.25
D021 Moonwalker Demo	1.25
D022 Mike Tyson (1 meg)	1.25
D024 Terminator	1.25
D026 Life Of Brain	1.25
D027 The Garfield Slideshow	1.25
D028 Teenage Turtles Slideshow	1.25
D029 WWF Slideshow	1.25
D030 The Gathering GFX	1.25
D041 Enterprise leaving Dock	1.25
D042 Girls of Sport	1.25
D043 The Run (1 meg)	1.25
D044 Star Trek Animations	2.50
D045 Jesus On E's	1.25
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D047 Calendar Girls	1.25
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M028 Pink Floyd The Wall Remix	1.25
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G014 Zalycon	2.50
G015 Earth Invaders	1.25
G017 Mayhem	1.25
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G024 DEmolition Mission	1.25
G025 Lady Bug (not 600 or 1200)	1.25
G026 Depth Charge	1.25
G029 Dual	1.25
G030 Spitfire Assault	1.25
G031 Tetris Pro	1.25
G032 Relayer	1.25
G033 Bomb Jacky	1.25
G034 Top Secret	1.25
G035 Flagcatcher	1.25
G036 Wizwar	1.25
G038 Calculus Combat	1.25
G039 Blob	1.25
G040 Sector	1.25
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G042 Smurf Hunt	1.25
G043 Super League Manager	1.25
G044 Quiz Master & Editor	1.25
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G051 Atlantis	1.25
G052 Adventure Soultions (not 1200)	2.50
G053 Legend Of Lothian	1.25
G054 Iron Clads (not 1200)	2.50
G055 Wizara Wars	1.25
G056 Fortress (demo)	1.25
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SP001 Top Of The League	1.25
SP004 Mr.Men Olympics	2.50
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SP007 Amos Cricket	1.25
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SM001 5 Simulation Games (not 1200)	1.25
SM002 Return To Earth	1.25
SM003 Napoleonic Warfare Sim v5	1.25
SM004 Wheel of Fortune (not 1200)	1.25
SM005 Card Sharp	1.25
SM006 Sub Attack	1.25
SM007 Roulette	1.25
SM008 Act Of War	1.25
SM009 Micro Market	1.25

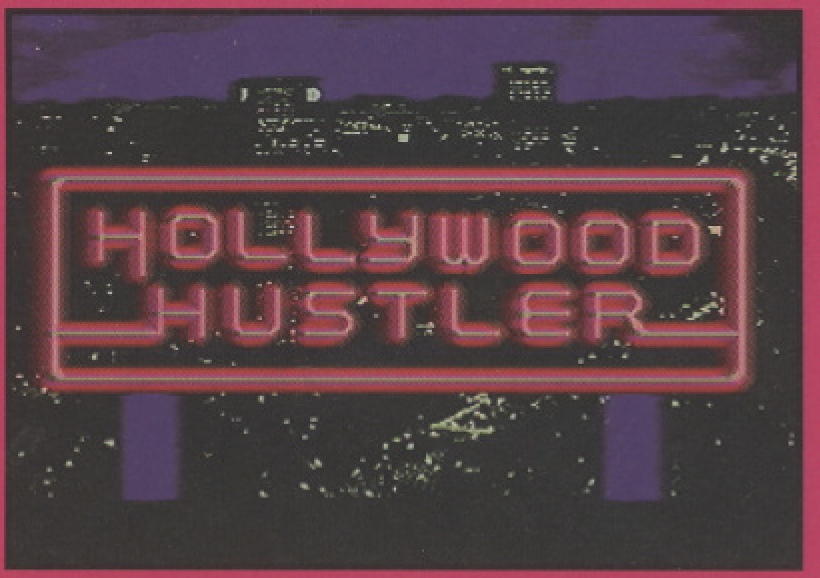


HOLLYWOO[D]

LAST MONTH WE PREVIEWED THIS GAME AND NOW WE ARE GOING TO TAKE YOU ON A JOURNEY THROUGH THE FINISHED PRODUCT, AND WHAT A PRODUCT THIS IS!

I like this game, I mean I really like this game. Hollywood Hustler is as refreshing as a cold lager on a hot summers day. Here is a game that has been nurtured throughout it's creation. The developers of this game really look on it as their baby, well that's the impression I get anyway. The whole package from the innovative box design to the game itself is something new. This game is nothing like your average computer game where you face impossible missions or take on implausible roles. This is a seriously researched game.

What game is it? Well it's poker. Straight and simple poker. For those of you who know nothing about poker, let me tell you that this is one of the finest card games known to mankind. It is a game of luck, tactics, bluffing and money, big money, fortunes can be lost and made across the card table. Until recently I to was one of the uninitiated, now however I am worldly wise. Poker is a lot of fun but this game takes it to new heights. The playing screen of this game remains fairly much the same throughout the game and this may at first seem rather boring, however the intro screens and the variable











OD HUSTLER





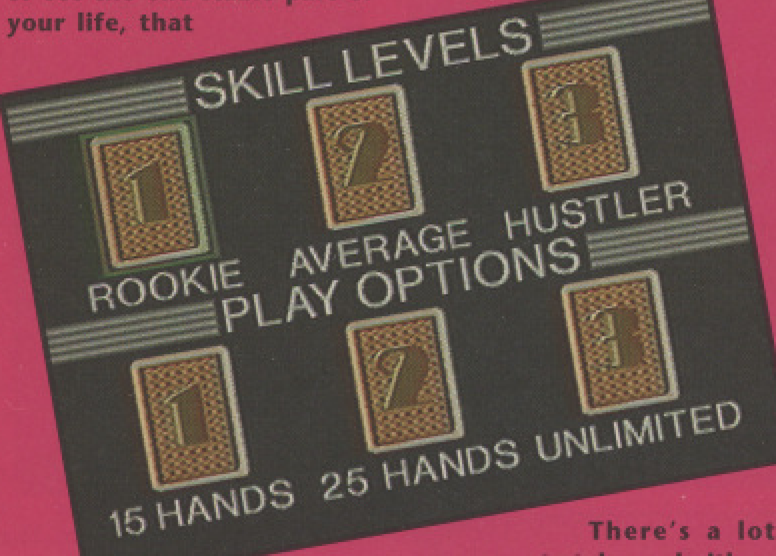


HOUSE RULES
Five Card
Draw Poker
Minimum Raise $10
Maximum Raise $25
GOLDEN

endings make up for this. The game is all part of a story. You take on the role of a man who is having a very bad day. You are on Sunset boulevard, a strip that runs through all that Hollywood has to offer, glamour, wealth and endless shattered dreams. Today you woke up in your sleazy apartment and the day ahead seemed like it could be simply one of those days when anything happens. This story is in the best tradition of those novelists like Bukowski or Kerrouac. Life's tough and things are getting no bet-



ter. The harsh reality of a land of opportunities where life is cheap and living's expensive. You work, sorry did work as a driver on one of the busses at the film studios, alas today was to end all that as you managed to drive through the Red sea before the seas had actually parted and so managed to soak rather a lot of tourists mmm...! Things were going rather badly. One job well and truly lost. "Hello Welfare...". After several drinks you head home to see the one stable part of your life, that



gorgeous babe barbie, at least she's there for you! Or is she? You arrived home to find a note! She's gone, left you for her analyst.. man things are looking worse than ever, thank goodness she still wants to stay friends with you, yer right! The only thing to do at a time like this is to reach for the bottle, a fine bourbon should make things clearer, I don't think! Well just as you're nearing the end of this route of escape there is a knock at the door... is she back? Was it all a big mistake?.... No, but failing to keep up with your car repayments was a huge mistake! and here's the repro man just to prove it. Penniless, babeless, carlesS and jobless things are not looking rosy even after copious amounts of drink! Well out into the Hollywood streets you stroll. You're not quite penniless and there's only one thing for it, head for a poker game and see if fate really has dealt you your cards.

This is how the story goes and the game starts (after the intro) with you sat at a table facing three losers like yourself.

There's a lot of money at stake and either you leave here a wealthy man or you loose it all destined to an impoverished future amongst the other lost souls that fill the city. Your opponents are Jo, a nutter wierdo left over from the sixties and now a manager of a porn theatre. Montana Slim is based on a real guy but in this game he's a pretty nasty looking chef from a diner next door, a man of many vices, booze, broads, gambling and gluttony. Chuck is a failed movie star who works as a nightclerk in a motel. Also there is Jackie (miss astrodate!) not an opponent but a pretty smalltown girl who came looking for major roles but ended up at a strip joint.





















THE VERDICT

A1200/A500/A600
Publisher : DESERT STAR Developer : In House
£24.99 Out Now
Hard Disk Installable
Joystick
Memory 1MB / Disks 3

GRAPHICS	82%
SOUND	86%
PLAYABILITY	84%
LASTABILITY	84%
OVERALL	84%

This game is really good. It will probably only appeal at first to those of you who actually like poker or who like the idea of knowing more however there are several people in the office with no prior knowledge of the game who have ended up really getting into this game. You have three levels of difficulty, rookie average and Hustler. This means that even as an uninitiated player you should be able to get to grips with things. Hell that shouldn't be a problem. The play is based on some serious research of real poker players and the bluffing is all involved. Once you get the hang of the game you will start to pick up all the bluffing tactics that are involved and then you will start to see what's going on and how you can play your cards to your best advantage. The manual gives you a good introduction to the rules of the game and from here on in it's down to you and the luck of the draw. You can play either fifteen, twenty-five or unlimited hands. This game could go on for ever? Well 999 hands anyway. There are also three endings depending on how well you do. These go from rather bad to dead good depending of course on how you do. Overall this is a neatly packaged game and it takes full advantage of over one meg of digitised speech in the fully digitised intro and endings aswell as the game itself. It's hard drive installable (and at the moment it's only available direct from 'Desert Star Software, 120 Burden Road, Beverly, North Humberside, HU17 9HL. Tel-01482 871210, the price of £24. 95 U.K PRICE includes postage and packaging).

A500+ / 600

A1200

This game works on all of them, but sorry no CD32.

WHEELS

Check out the graphics on this baby, mm... This is the latest from Black Legend and here it is at last for the Full "The One Amiga" review treatment.

Black Legend are releasing this game and a A500 compatible Doom style game called Citadel (coming to this mag soon) in a type of last attempt to see if there's still a market for Amiga games. As I understand it if these games sell well then they'll be a load more releases from these guys so that's something to look out for, because as we all know the Amiga games market is alive and kicking.

The releases that we can expect to see include Evil's Doom and Football Glory Indoors. These guys have brought us some excellent games in the past such as Football Glory, Tactical Manager, Tactical Manager Italia, Tactical Manager 2, Crystal Dragon, Tower Of Souls, The Settlers, Civilisation AGA and a load of others. As you can see we all hope that they continue to bring us such high quality games in the future.

Well what's this game like, well as you can see it's a driving game, a racing

WHEELSPIN

PLAYERS 1
LAPS 5
OPTIONS

-OPTIONS MENU-

DRIVING METHOD
NORMAL ✓
BIO-YOGHURT
JUMPING NITRO
PINBALL
SPACE

...RDS
... OFF
...CS ON
...CTICE
...EVEL MED
EXIT



SPIN



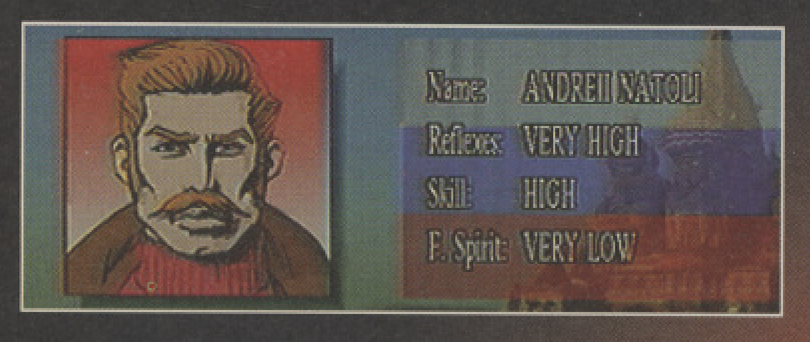
game with a load of options, nice graphics and a whole load of nice touches.

Although we did tell you that we would not review unfinished games this is a game that is not quite there. Well sort of. There seems to be only one minor change to be made and that concerns the angle of the cars at certain parts of the game where they look slightly odd, this is not even something that I noticed untill I read the rather nice letter from Black Legend that accompanied the game.

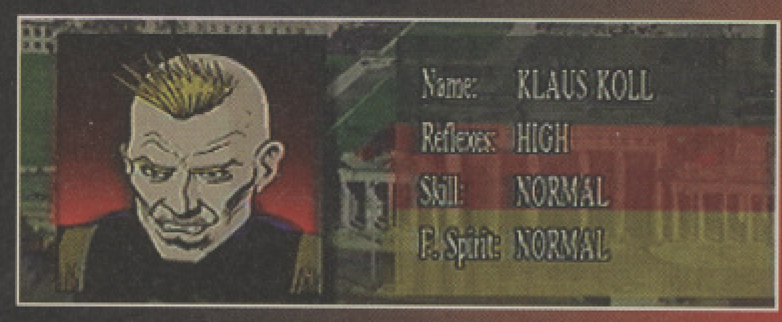
They are also really into the idea of making sure that this game is really good. It's not surprising really, It's one of their creations and they want to be really proud of it. They are still looking to get feedback from reviews and get any suggestions as to how we think the game could be improved. I always find this kind of commitment from a Software house really impressive as it shows that they really want the game to work, not just enough to get good reviews and sales, but also to make people really want to play it and even more important, keep wanting to play it.

So are they succeeding with this game. Firstly let me tell you all about it. Firstly the game has a whole load of

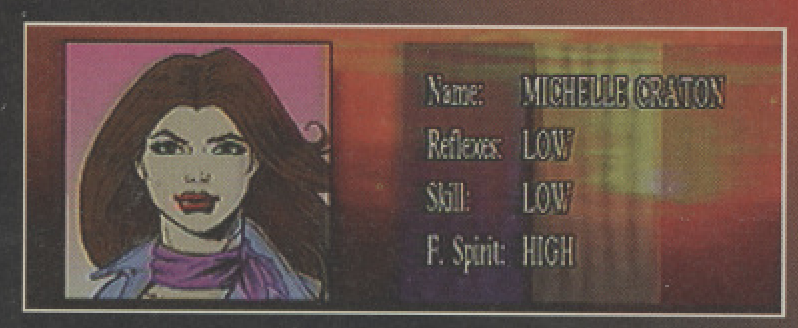
THE ROGUE'S GALLERY

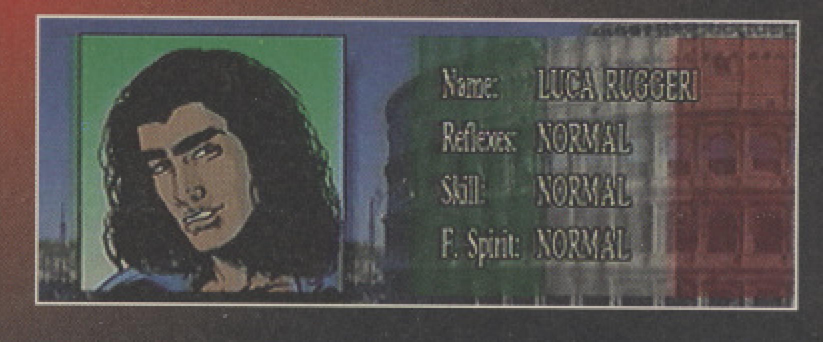


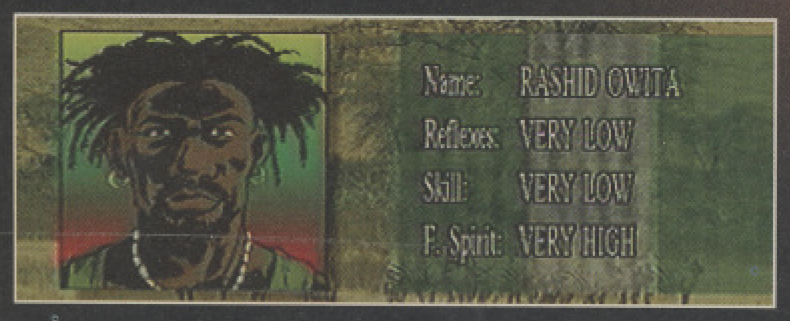
















tracks from those on the ice to those that are in the desert or typical mud tracks, speedways and even tracks that appear above a canyon or a lake. You also get four types of beasts with which you can race all around the tracks.

Firstly there are the little and very nimble buggies. These are like Dune Buggies and have got quite a bit of poke. They are probably the easiest to handle and can leap all over the place. Then you will find the four wheel drive trucks. These don't seem a lot slower but they are total pigs to drive, well compared with the buggies. They are big and tough looking things. Then there are the sports cars. These things are seriously quick and you can get the back end out a real treat, power sliding them round corners and suchlikes. The fourth series is The World series and this is what you get if you are really good. (Unfortunately rather like in the last issue our wonderful games player still didn't get there... Ed),

Well I'd like to see you do any better! You do of course



get a choice of how many laps you want the races to be, either three laps, five laps or a huge eight laps. Under the options screen you will find that there are different types of driving methods that you can choose from, Normal Bio-Yoghurt, Jumping Nitro, Pinball and Space! Don't ask me what is going on with this lot because it' doesn't mean a lot to me. Well that's a lie actually, I tried the space method and simply found that this was like driving without a lot of gravity, any time you hit anyone or got hit you sort of ended up leaping into the sky all over the place, the Jumping Nitro had a similar effect except for the fact that you can make yourself jump on command.

There are also three levels, Low, Medium and of course hard. I suggest that you









use low to start with! Anyway you will also find that not only do you have a choice of what sort of four wheel beast you can use but you also get a choice of what driver you want to be. There are a whole selection from all sorts of different nations and they are all graded in terms of skill, reactions and "F Spirit".. could this be fighting spirit. Some of the drivers are excellent and some are really really bad. This does of course mean that you will find that if there are two of you playing then if one of you is a lot better than the other then you can choose characters that will allow you to be far more equal.

The two player option is actually really good. To me what makes a good driving game is being able to race against my mates and on this





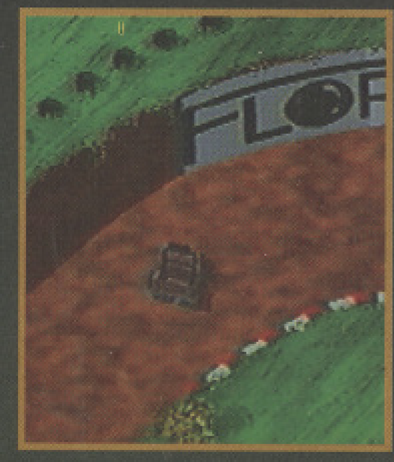






game that is something that you can do with consummate ease. What is really good is that the game doesn't slow down like a bugger which is something that many games do to us simply to annoy us totally. Well this game has a split screen for the two player mode and this doesn't take away from the overall enjoyment of the game which is also very enjoyable. Anyway that's enough about the game itself, now let's take a look at the graphics, the best part of the game and certainly the most original.

Apart from the graphics of the drivers all of the graphics are rendered. The effect is amazing. This is quite something and our screen shots can't possibly do the graphics the justice that they deserve. They are drawn in 128 colours and really are the finest advance in games graphics that I've seen on the Amiga for some time. No doubt these will be a major selling point of this game. Wheelspin is one of the only Amiga games to use the process of rendered graphics and it does so very well. As they say they are out to demonstrate the ability of the Amiga when pushed. Well they've done a fine job of it and that's no lie.



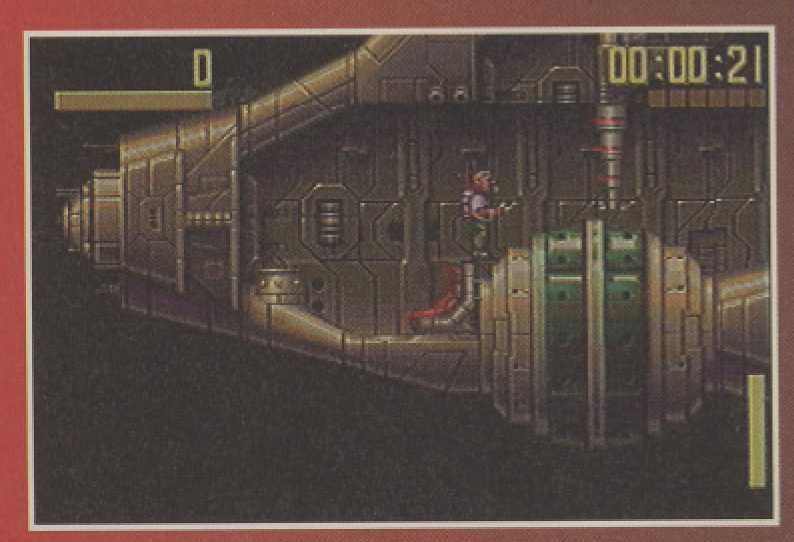


THE VERDICT

Well this game has an awful lot going for it, all the options that you could want, i.e. three levels of difficulty, loads of different courses and loads of different types of vehicles, well three anyway! There are also a load of drivers to choose from, all with different standards. Also there are breathtaking graphics. However this is not enough to make a great game. At first glance this appears to be a really good racing game but it has one major problem to face. That problem is of course the huge number of excellent driving games that are already available for the Amiga (On that note I must let you know that we will be bringing you a special Rewind feature on Super Skidmarks soon). Well this game has met the challenge head on. This is a pretty good game! The trouble with games of the same genre is that you find yourself getting used to one particular style, for instance you either like the overhead view of the track or you like the view through the windscreen. You like the way the cars in one game handle a lot better than the cars in another game, This tends to be down to which type of game that you play first, sometimes your allegiance will change but it has to be something pretty special to do this. Well this game is not something that you will instantly jump at and think hey here's the best driving game I've ever played on the Amiga, but with a bit of patience you will find this a rewarding game that will yield you hours of pleasure. Having said that one draw back as far as we were all concerned was the fact that all the tracks were rather short. Well you can't have everything can you?

CD32	A CD32 version should be coming your way real soon.
A500 / 600	Not a chance mate. Your A500 is poo.

EXILE



And here's where it all starts

Do you fancy a bit of science fiction? You know, inter planetary exploration and new colonies with all sorts of unexpected nasty surprises, real Asimov style. Well I do and here's a real corker new for the Amiga and coming soon!

Well if you do like a bit of science fiction then this is the game for you. None of that old space Invader type stuff mind you. Oh no this is pure Isaac Asimov style stuff. Unexplored planets, new colonies, advance exploration set ups and strange happenings. Add to this the essential ingredient of a strange deranged megalomaniac scientist and his bizarre mutant creations and you will realise that here is the potential for a superb game.

The trouble now a days is that there are to many games that have the potential to be really great games but you tend to find that they really let you down on all fronts. Bad graphics, bad sprites, bad music and sound effects, to easy, to hard, hell, the list goes on and on endlessly.

Well here is a game that hasn't let me down to badly. Firstly after loading the game I noticed a quite superb intro screen, however that means nothing!

You can't always judge a game by it's title screen, oh no, not at all! Well when I got to the first screen Irealised that these are the sort of graphics that I like. There is a chance of course that you'll hate them. Rather unlikely though! They are really clear and depict the scene rather well. Nothing ground breaking but competent graphics that you can appreciate.

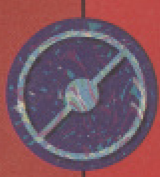
This was good, so far I wasn't feeling let down, I knew



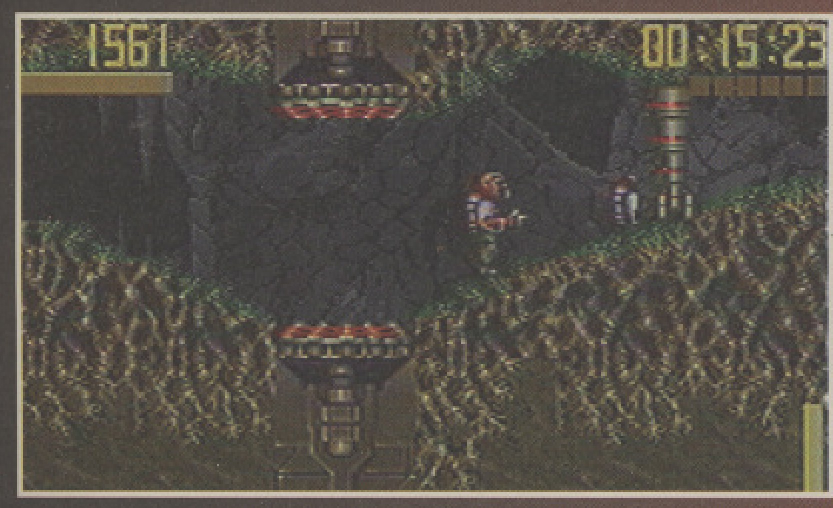


Mmmm, how do I get theough that?





that there was bound to be trouble, You should see the size of the instruction manual. Well I started playing the game and soon found that I had absolutely no idea what was going on at all. It's one of my very worse habits, not reading the instruction manual before I start playing a game. You can get away





(Right) Watch out for these monkeys, they can be almost as annoying as the birds





Oooh! That's warmed me up a bit!

with it for a lot of games but not with this one, oh no not at all. I eventually gave up and settled myself down for a little read.

The story behind the game is really excellent. It really does make a difference. Well after I'd finished reading the epic behind the game (we'll come to that later) I managed to get on with the game itself.

The first part of the game is really just a practice part. You are given some pretty good instructions about how to get through this level. This is most useful as these instructions give you tips about what to do later on in the game and believe you me you'll need these. You get a chance to make use of a lot of the features that you will need later on and to really work out how to get around. Generally you will find that you get to grips with the game in this first level. At this point I'm going to go off on a bit of a tangent and tell you about the story behind the game.

It seems that you have just finished yet another of those dangerous missions that solitary space explorers like yourself face all to often. Well you are thinking about your imminent return to earth, mm a return to all those homely com-

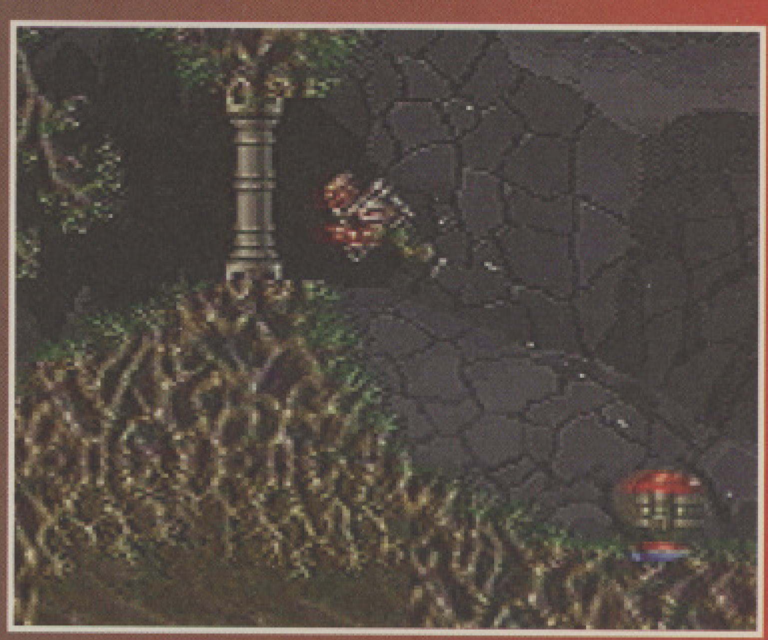




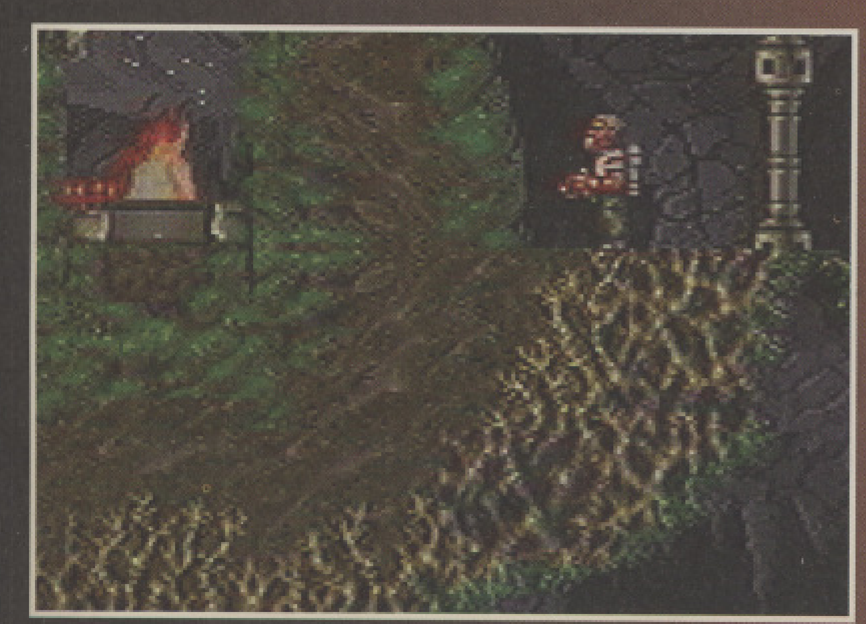


forts, however as you lay back in your pilots chair to settle down a scrambled message starts to come in on the sub-ether comms link. A distress signal is being picked up along with what looks like a load of totally random stats. Your main display screen is filled. A Commander Sprake from the Columbus Force Ship Pericles is calling out into the depths of space with his distress call. It seems that these guys are the people who do all the initial setting up of new colonies, this is by far the most dangerous part of the whole process and they specialise in it. Therefore they should be pretty dam hard and if they're in trouble then it must be really big trouble! They are on the planet Phoebus and they're sending even more data. They are saying that they might all be dead by the time you arrive but you must come anyway as you have to stop Triax.

Who is Triax? Well you might remember that I mentioned a nutty scientist and his bizarre creations, well this is he! A really old piece of news footage is broadcast to you as part of the message. It is all about this Triax geezer and it seems that over a century ago he was cast into the wilderness of space to drift around for all



(Below) To open the trap door visit the switch on your right

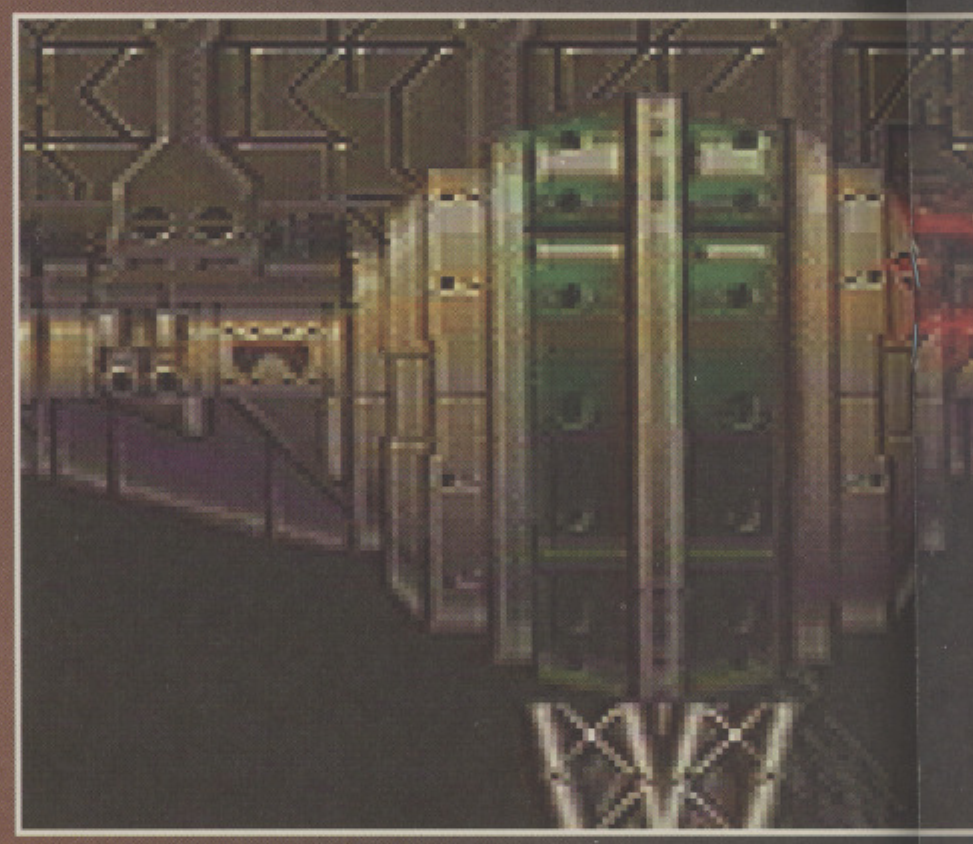






A mysterious ancient door





eternity as a punishment for his genetic tamperings with the brains of innocent victims as he turned them into monsters, killing monsters.

One would think that by now he would be dead? It seems not. What has actually happened is that this guy has ended up on this planet where he has started all his old experiments again, this time on the very limited animal population of this planet. It seems that Triax is trying to create a race of maggots to take over the whole universe, he has a machine deep in his caves where he is manufacturing them.

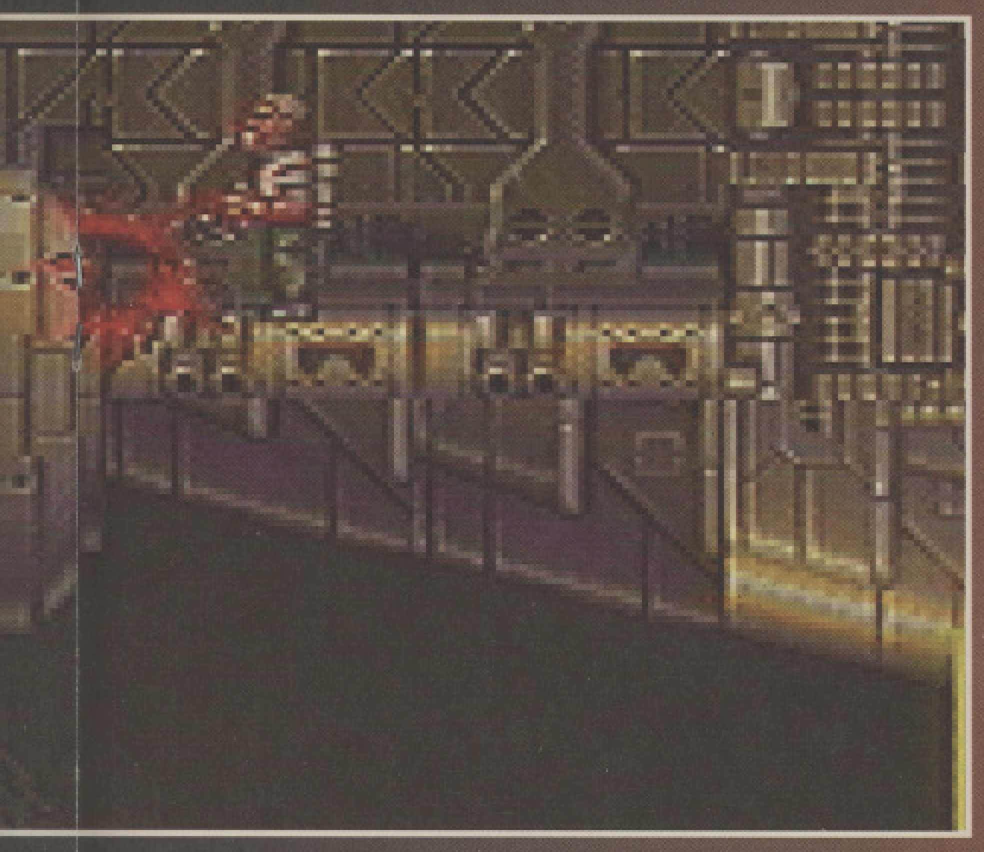
As you listen to this message the captain Sprakes and his last crew are finally overcome by the evil Triax and you here him addressing the crew telling them of there fate as guinea pigs for his experiments. Oh dear! It doesn't look to much like you are going back to earth. Time to spring to the rescue.

Your actual aim in the game is to recover your Destinator which Triax steals in the opening scenes of the game (the Destinator is a vital part of your space ship without which you will not be able to return to earth). You will also have to destroy the machine that creates the hideous Maggot creations that Triax has created! It's not all that easy.

The controls are quite complicated which is why the first level is really useful as it does give you the chance to work out what is going on. You need either the keyboard or both





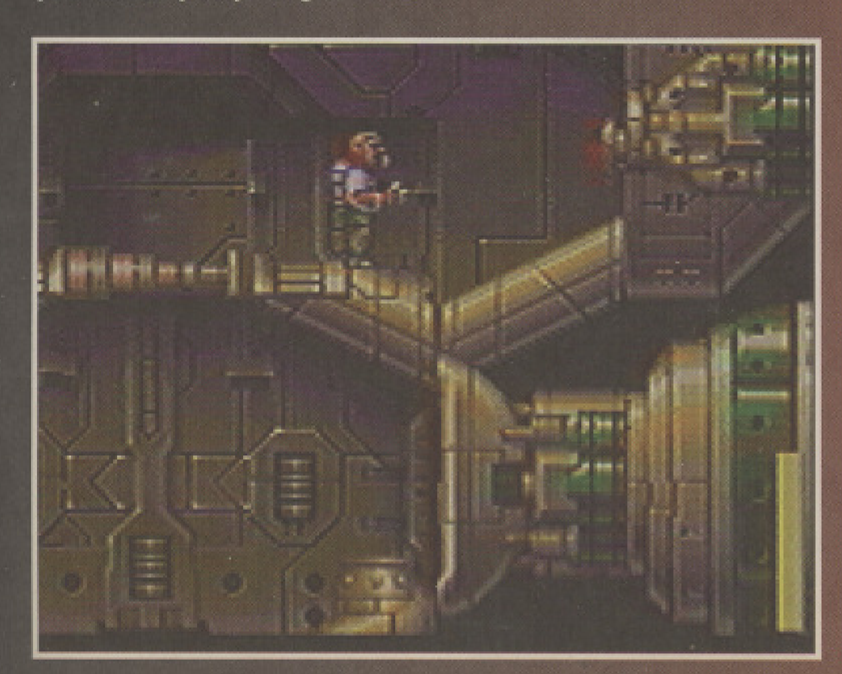


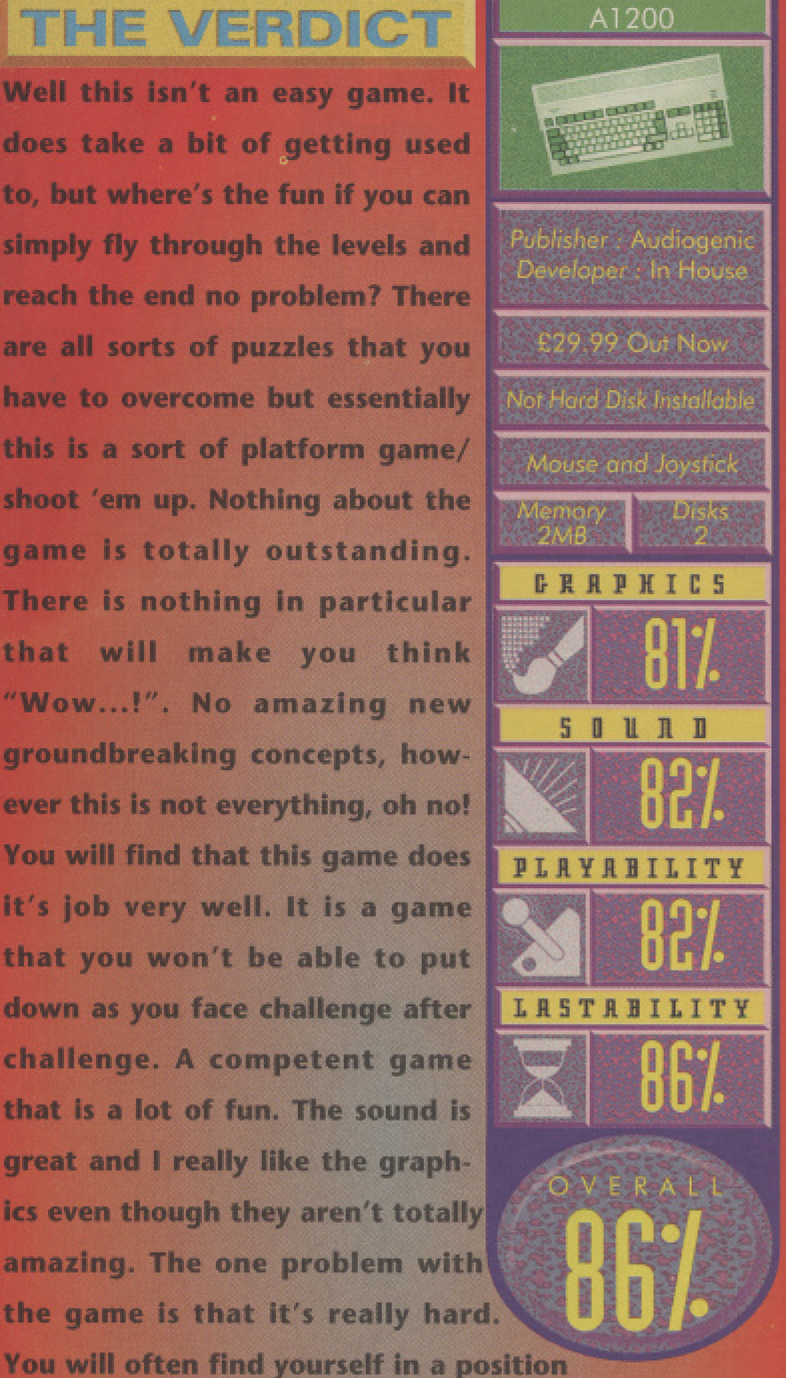
the keyboard and the joystick. The joystick controls are really simple. You have a little jet pack and this is your main form of transport. One thing that you don't have is a weapon. You will get the chance to get a load though. Firstly there is "The Gun". This is a pretty feeble affair but with some repeated shots and a bit of patience you can disable the odd gun turret.

"The Icer" is another gun only this time it's a bit more full on. It fires explosive energy packets that do a lot more damage than a normal bullet. It does however use more energy than the gun. The PX312 Blaster is a really good bit of kit. It shoots out a field of energy in a big circle from around you. This damages or pushes away anything that is near you. It does however use a load of energy.

The plasma gun uses about 10 times the energy of the gun. There are also grenades that you will come across in the first screen. Teleporting is also a major factor in this game. You will find that you can't actually die. Instead you get teleported back to the beginning. You will find that you can select teleport areas and work your way back through them to escape any danger that you might find you can't cope with.

Well what's the game itself like? Is it worth buying? Well here's where you have to head for the verdict panel, so look over to the right and read on!





THE VERDICT

Well this isn't an easy game. It does take a bit of getting used to, but where's the fun if you can simply fly through the levels and reach the end no problem? There are all sorts of puzzles that you have to overcome but essentially this is a sort of platform game/ shoot 'em up. Nothing about the game is totally outstanding. There is nothing in particular that will make you think "Wow...!". No amazing new groundbreaking concepts, however this is not everything, oh no! You will find that this game does it's job very well. It is a game that you won't be able to put down as you face challenge after challenge. A competent game that is a lot of fun. The sound is great and I really like the graphics even though they aren't totally amazing. The one problem with the game is that it's really hard. You will often find yourself in a position where you have to go and pick up an item. You'll go in and try and stand next to it only to find that you are attacked by a bunch of birds or strange flying objects or even frogs. You find that you are desperately trying to manoeuvre yourself whilst finding the buttons to pick up the item and put it away and the button to teleport your way out to safety all at the same time. This can be a bit of a handful to say the least. The only thing that you can do is practice, you do find that after a while the controls become easier to use and then things get better. If you like a challenge then this is a great game because the challenges are never-ending. This is a hard game but it has a lot to offer and with some time and effort you may even finish it.

CD32

A500 / 600

CD32 version to appear shortly

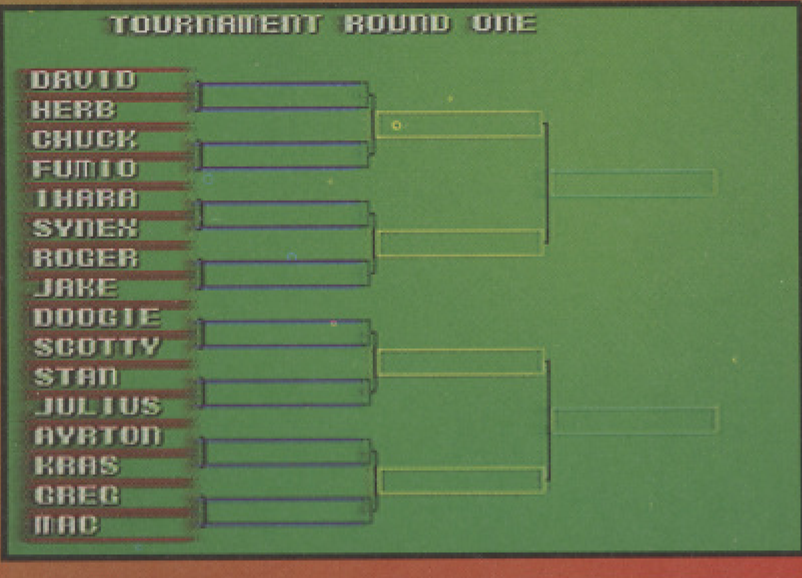
SUPER TENNIS C

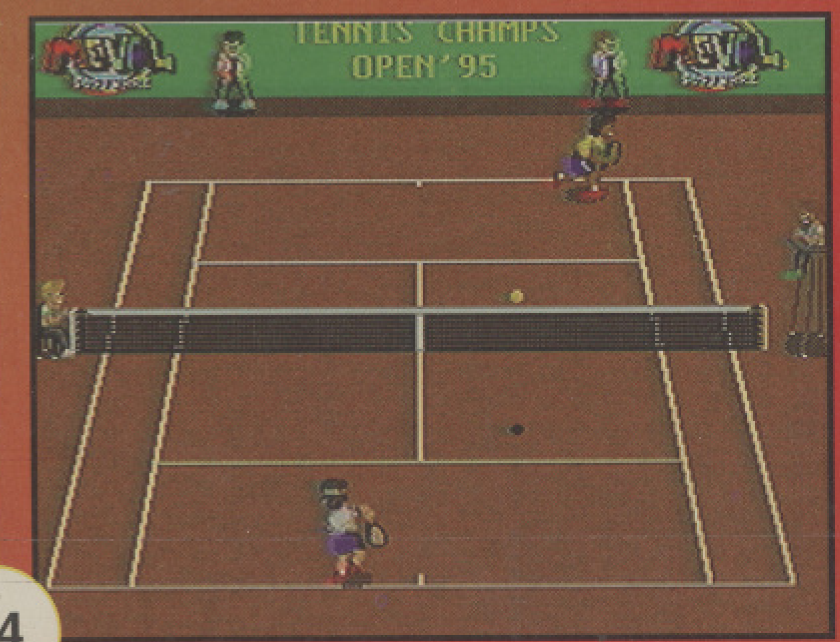
This is a serious tennis game and we know that you are simply going to love it, so read on!

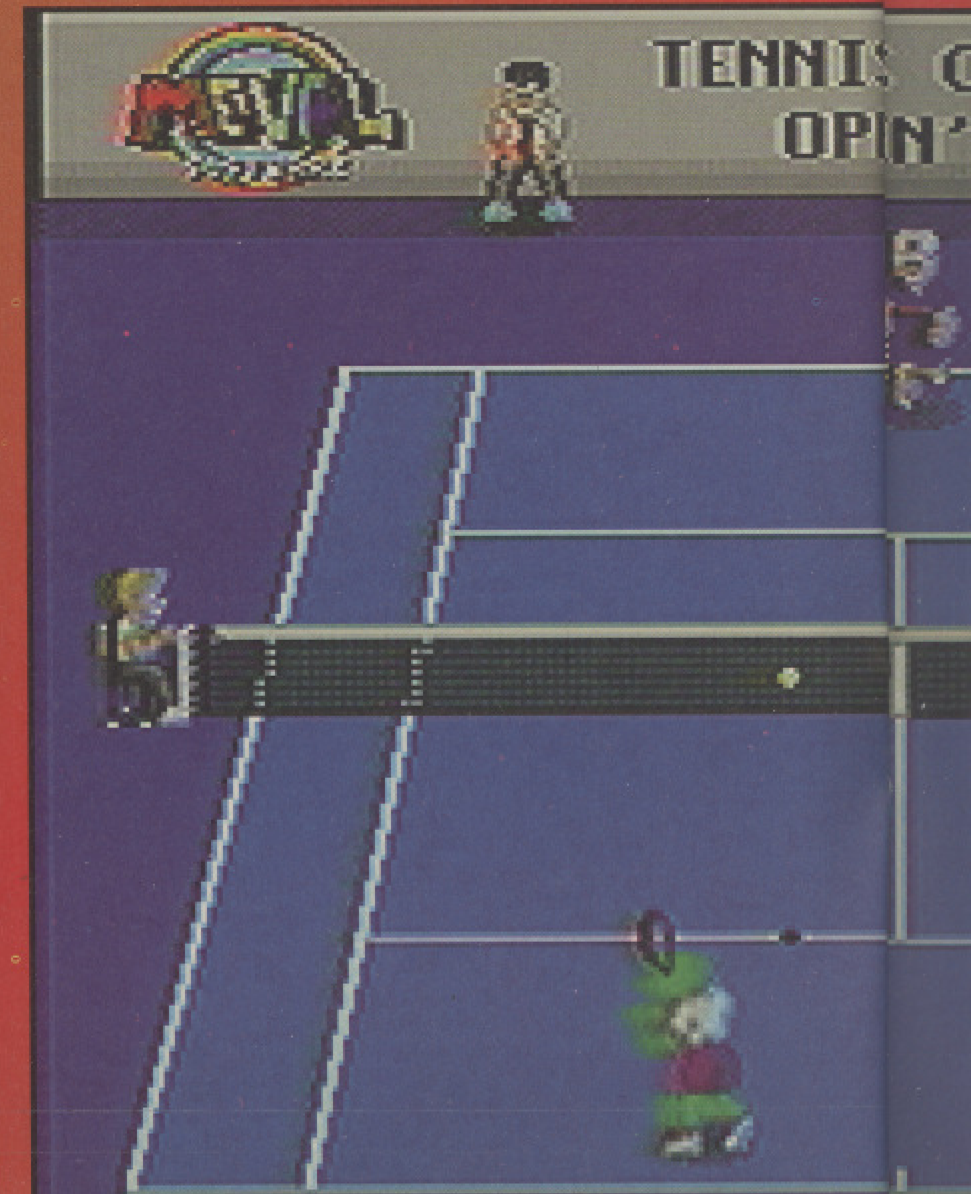
Super Tennis Champ is going to be huge. I simply can't explain how much I enjoyed this game. It's massive. You may well remember that another Amiga mag that will remain nameless, gave away a game that, so I'm told, was sent in to them. Well That was quite a good tennis game but this is excellent and it's a direct descendant.

Where as the original game was underdeveloped this is right up there with the best. It has more players more options and is infinitely more playable than the give away version. The reviewers at the magazine that gave away an early version of this game called just, Tennis Champs, thought it was the best tennis game on the Amiga, and I sincerely think they actually believed this, well it probably was but now it's even better. This has to be the best tennis game that I've played in absolutely ages and ages. It's simply brilliant and it's only a review copy! How good will this game be? Amazing! I'm only sorry that we haven't put over more space for this game but unfortunately it arrived at a rather late date, (one day before we went to print) however we have managed to squeeze it in here.

The game is your standard tennis game to look at. You have a whole load of options that aren't actually there to confuse. There is a service mode, you can change the ability of each of the players (one or two). There is also character skills which I guess means that the characters have different skills to each other. This can be turned on or off. You can also select whether you want to have the use of a single button controller, a two button controller or a six button controller. Then there is the scrolling, fast, slow or off, it's

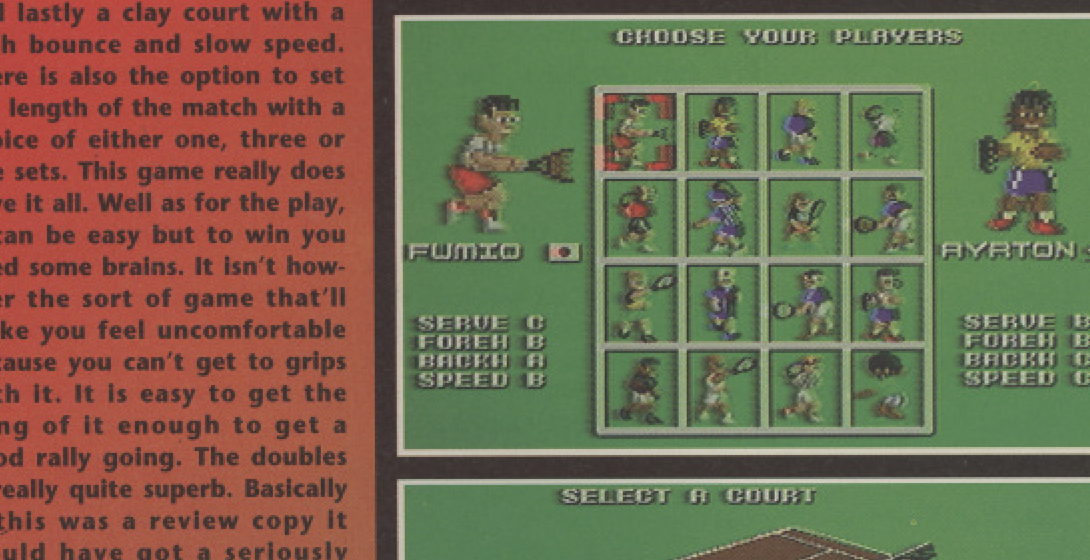


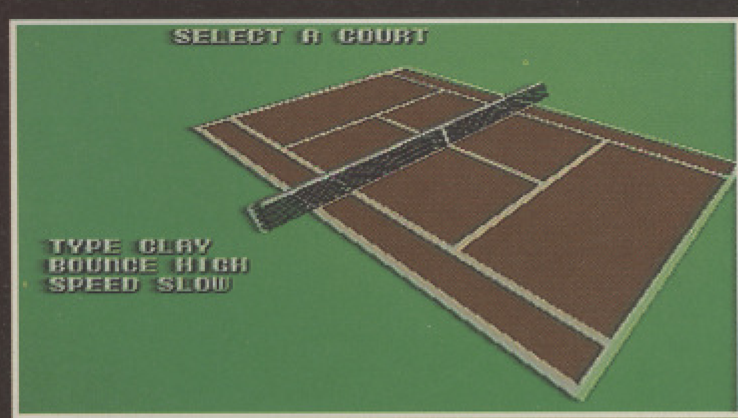


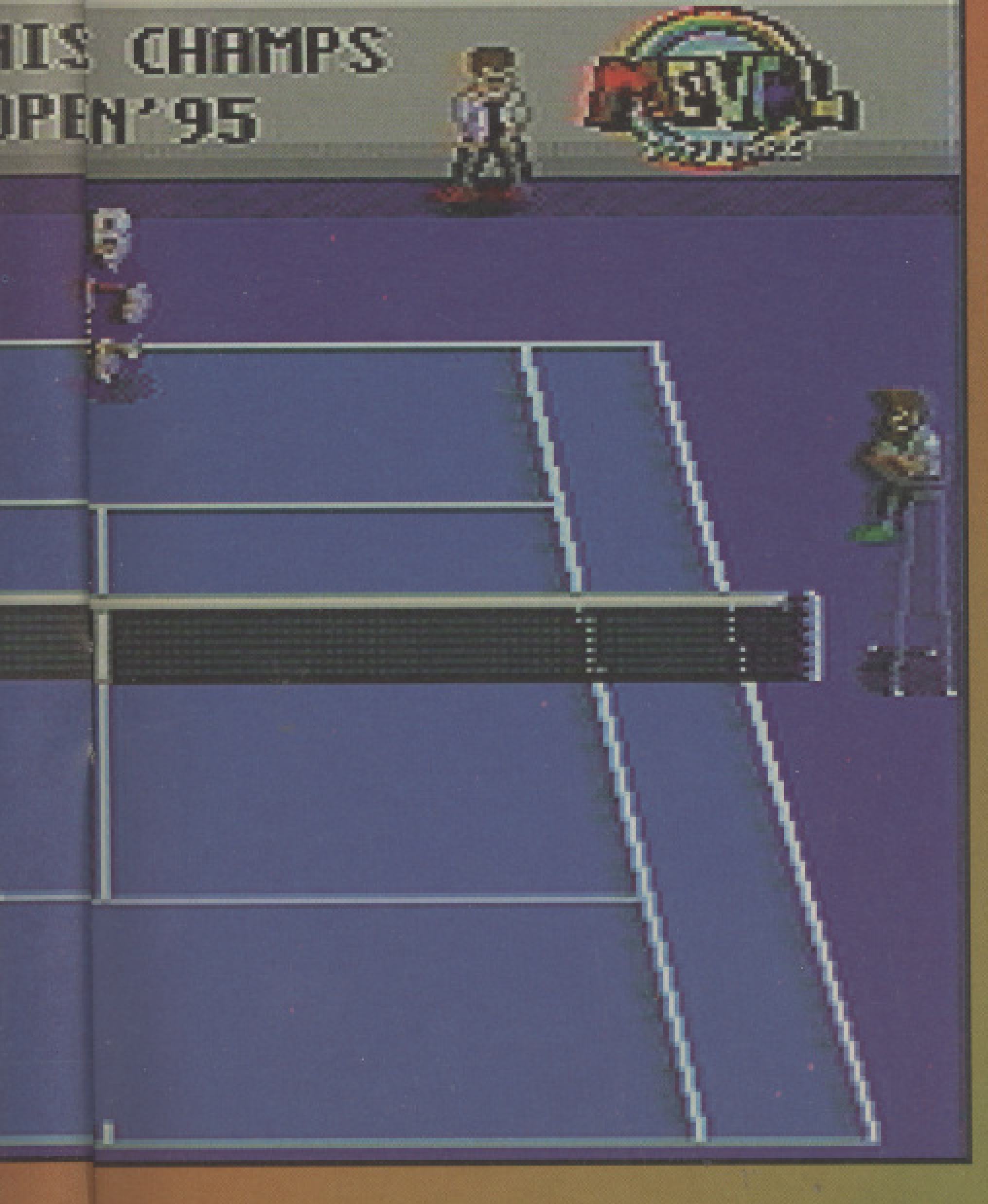


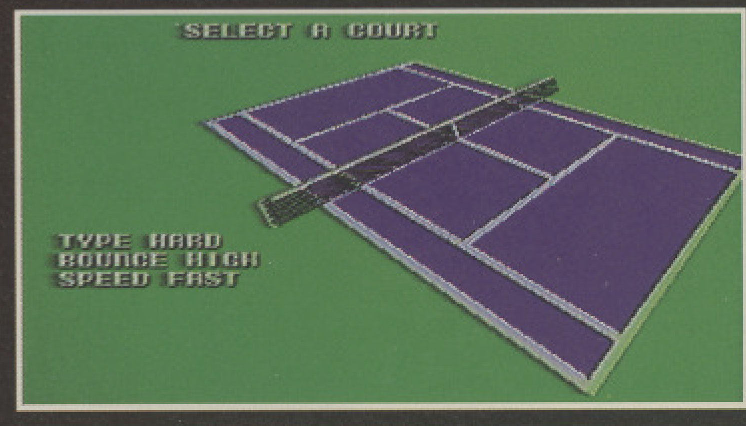
CHAMPS

all up to you! Once you have sorted out your options you get the chance to choose between an exhibition match, a tournament or a league. You can also play a singles or a doubles match and it can be one player or two player. This game has it all. There are also sixteen players to choose from all different nations. Fumio, Ayrton, Julius and loads of others including a rather strange looking green bloke called David. There are also three types of tennis court. Hard, with a blue surface. This is a fast court with a high bounce, Grass court, in, yes you guessed it green, this is also a fast court but with a low bounce and lastly a clay court with a high bounce and slow speed. There is also the option to set the length of the match with a choice of either one, three or five sets. This game really does have it all. Well as for the play, it can be easy but to win you need some brains. It isn't however the sort of game that'll make you feel uncomfortable because you can't get to grips with it. It is easy to get the hang of it enough to get a good rally going. The doubles is really quite superb. Basically if this was a review copy it would have got a seriously high score, but it's not and the review copy could be even better!

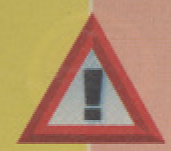








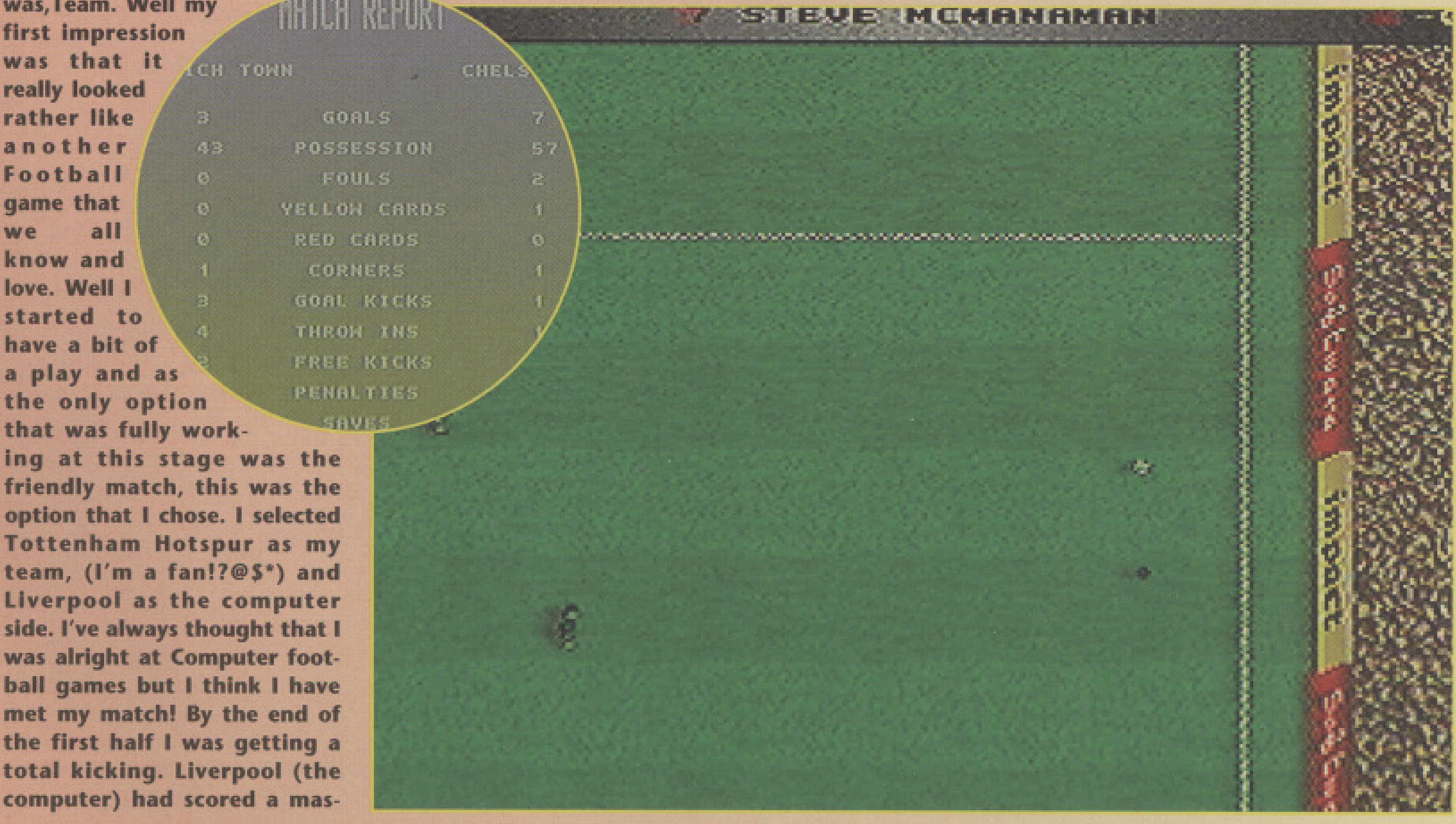


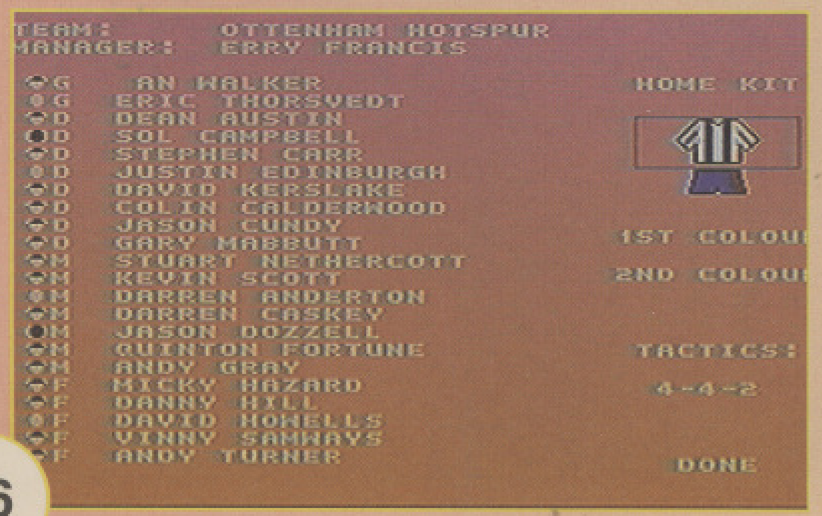


TEAM

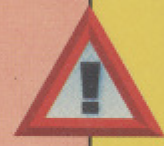
Yes you guessed it, it's another footie game, however this is one work in progress that really promises to deliver something rather special indeed. So lets see what they've got!

Well I opened up a rather small package to discover a little note from the people at Impact Software and a rather tame looking disk. Well I slapped it in my slot and waited a while, there it was,Team. Well my first impression was that it really looked rather like another Football game that we all know and love. Well I started to have a bit of a play and as the only option that was fully working at this stage was the friendly match, this was the option that I chose. I selected Tottenham Hotspur as my team, (I'm a fan!?@$*) and Liverpool as the computer side. I've always thought that I was alright at Computer football games but I think I have met my match! By the end of the first half I was getting a total kicking. Liverpool (the computer) had scored a massive sixteen goals in the first half to my nil. Oh dear things were not going all that smoothly at all. Well By the end of the match Liverpool had scored twenty two goals and I still hadn't put a single ball past their keeper. Whoops! I'd saved another nineteen of their attempted goals. I'd committed eight fouls to their two, I'd had three yellow cards and one red card to their single yellow card, I'd given away three corners and had none, they had eight free kicks to my two and nine throw ins to my four. Yet I'd had possession for forty four percent of the match compared to their fifty six percent. It had been a dirty game, loads of late tackles and mainly by my team. This





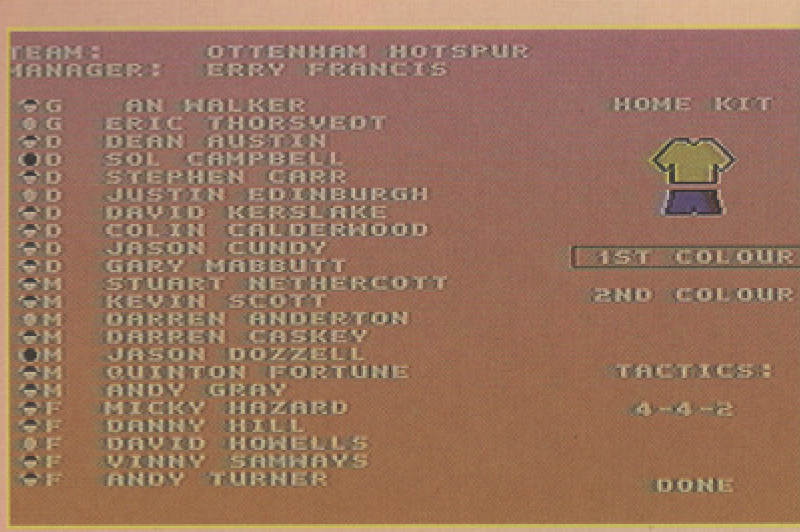


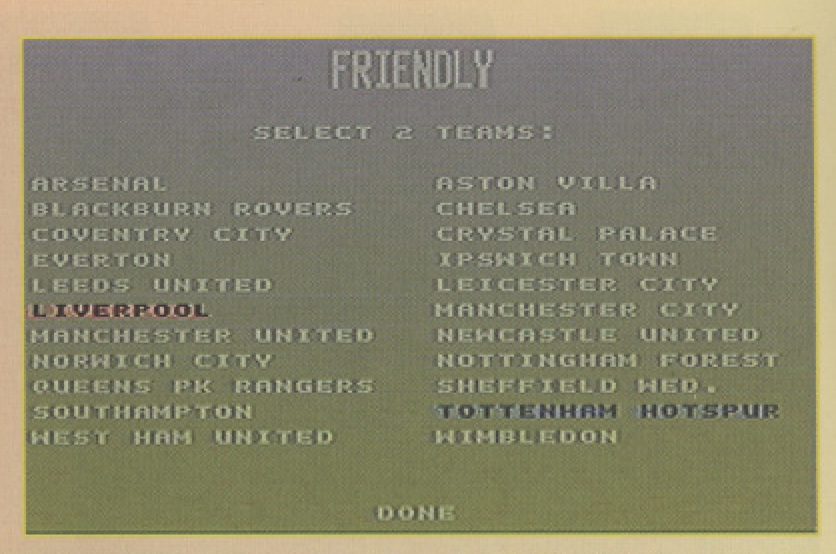




game was not all that easy at all. Calderwood, Fowler, Walker, Rush and Redknapp had all scored against me! What a game! I soon handed it over to my friendly expert in Computer game Soccer and sat back to watch the result. Unfortunately he didn't finish the first half saying that he was late to see someone, I think he simply didn't want anyone to see him loose a full game, put it like this, he wasn't winning, and that could be classed as an understatement. It seems that I wasn't the only one to find that this game was a bit of a challenge. Well at least I've got a bit of time to practice for the real thing because it doesn't come out until early October when it will retail for £29.99 including delivery. It's made for the Amiga 500/600/1200 and a special version will be com-

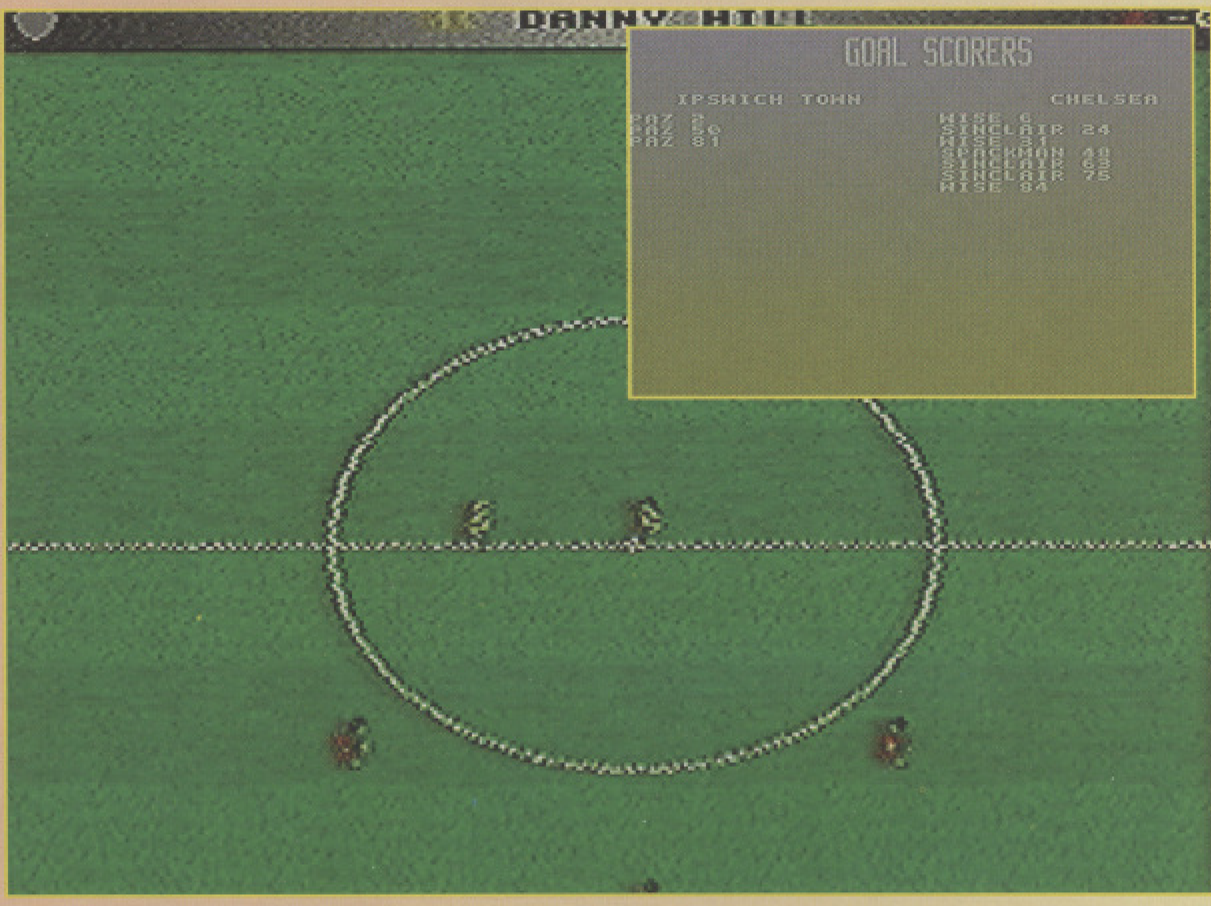


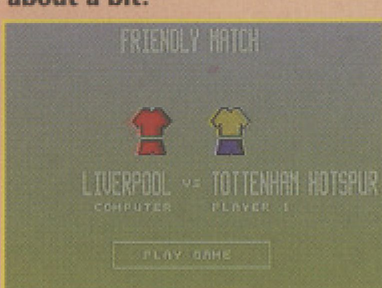


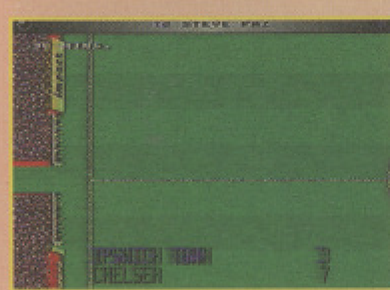


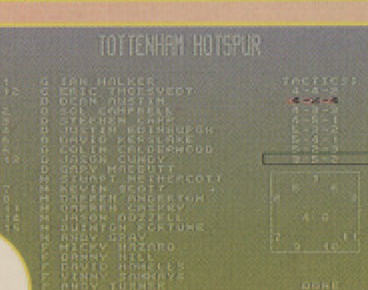
ing out for the A1200 that will, so I'm led to believe, be something really special. A great deal of the final game was not to be seen on this Work In Progress model but despite this it was quite playable. The response is rapid and the scrolling's as smooth as you like. It really looks like this might be a pretty good package when it's finally released.

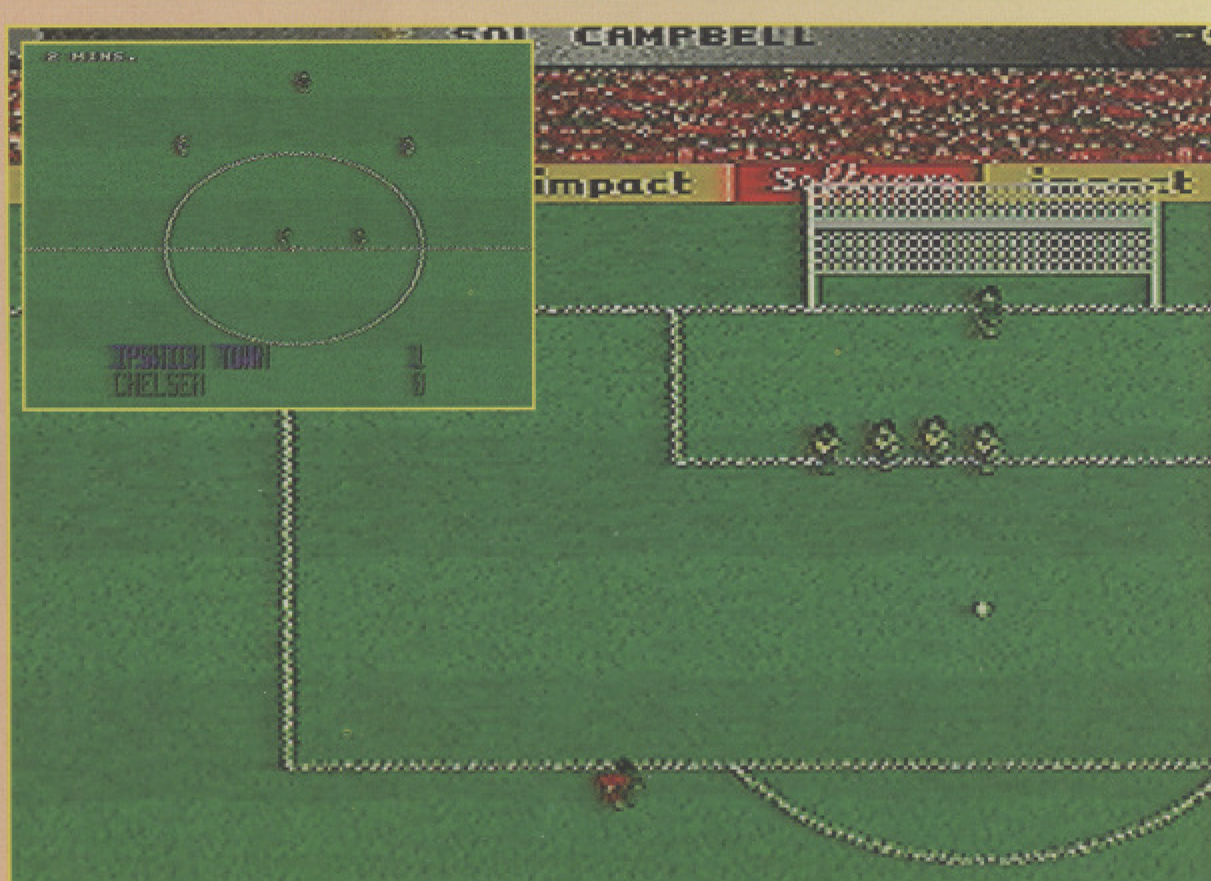
The screen changes at a rate of fifty frames per second, mm... impressive or what. The pitch itself is massive, the playing area filling the screen and the ever so smooth scrolling is truly multi directional. The sprites are pretty sharp and seem to be well detailed despite their microscopic size and the players pull off a variety of moves. They head the ball, pull off outstanding sliding tackles and generally put themselves about a bit.



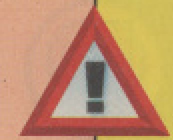








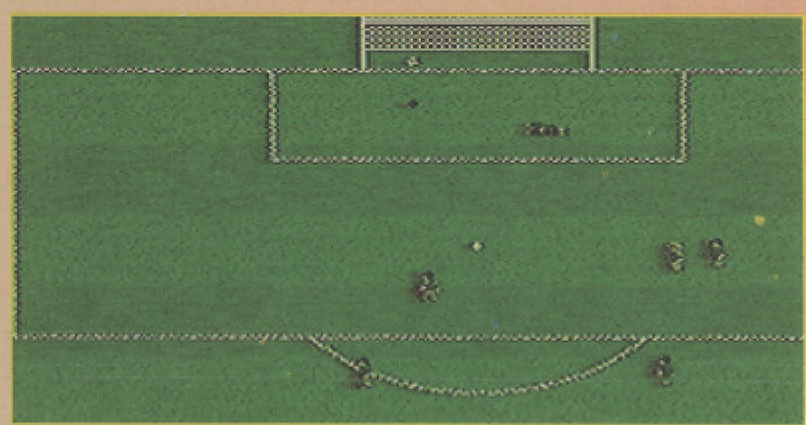
TEAM



The crowd are to be fully animated and will wear the relevant colours depending on which teams are playing, They'll chant and cheer depending on what happens in the game. The controls are meant to be very special with "...Unique Computer Assisted Turning and ultra-responsive controls for trouble-free dribling and ball control. Adjustable power and Directional Control of shots, replacing the unrealistic after-touch method..." . Sounds dead good but I've got no idea what the hell it all means! The developers reckon that the game should be amazingly free flowing and I have to say, so far this seems to be the case, unfortunately at the moment all the flowing seems to be in the wrong direction, against me. Oh well I'm sure this is simply due to my amazing inability and lack of practice.

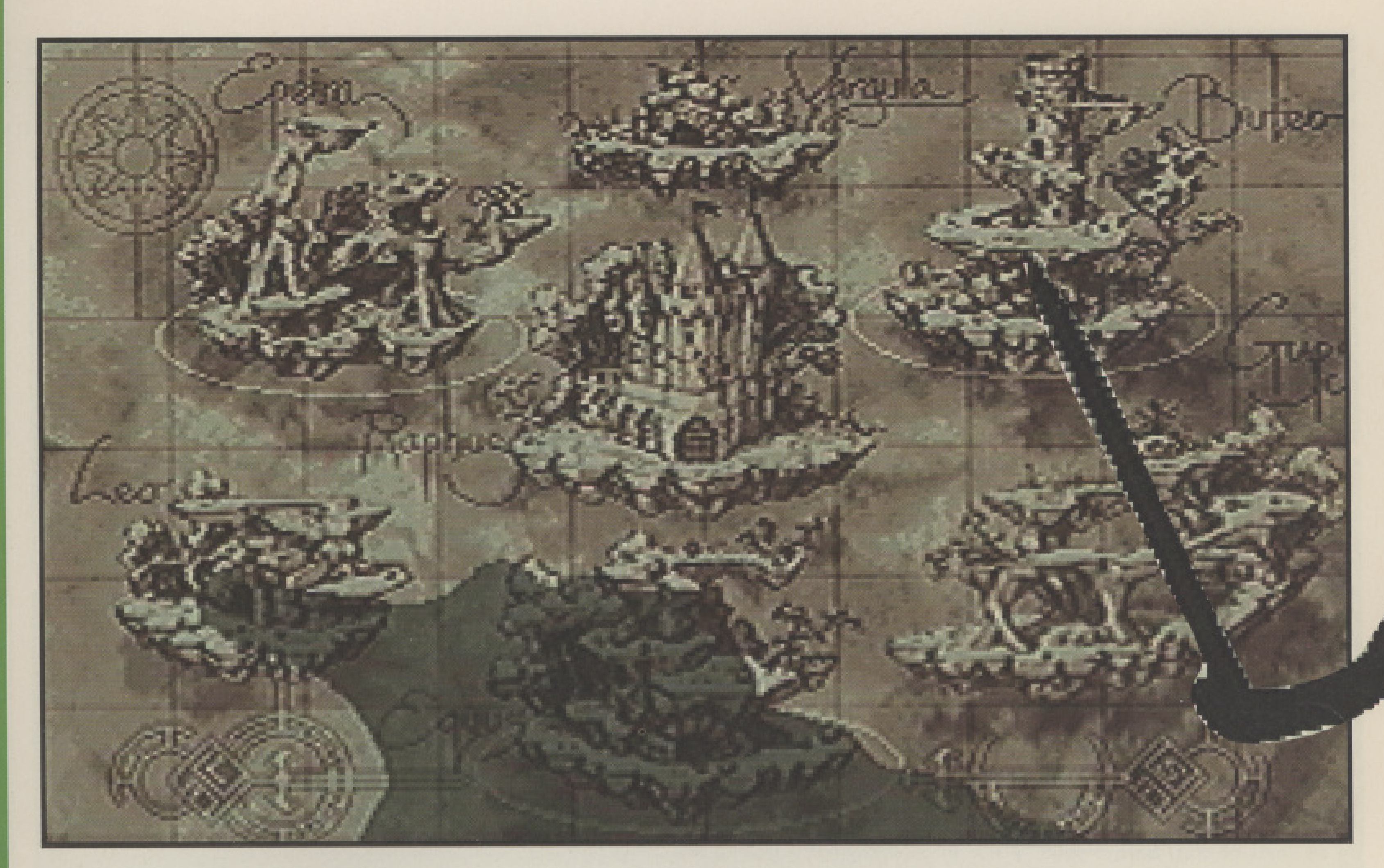
What the game does have oodles of is features. You can do all sorts of stuff before you actually get to play a game. You get to create your own team kits, home and away in six different styles and loads and loads of colour combinations. You will also have an action replay facility. This is one of those things that I love on computer games as it allows me to fuel my ego and to laugh at my downtrodden opposition. As well as this you get to select your team from a selection of 22 players, you are able to change their names, hair and skin colour and shirt. Where do I go from here? Do I talk about the amazing ref and linesmen who give out yellow and red cards. Do I talk about the intelligent computer opposition with his varying levels of skill. The tables of stats, the way that you can create knockout cup competitions.

All the teams from the World Cup USA 94 and all the premier league teams are included. The game uses up to date transfers and stats on all the players. Updated versions and data disks are also being planned to continually keep this game up with the times. This is going to be a solid game of football for your Amiga. So if I were you I'd keep my eyes open for more news on what could be an exciting release. We'll get back to you with either a full preview or a review when we can. See ya!









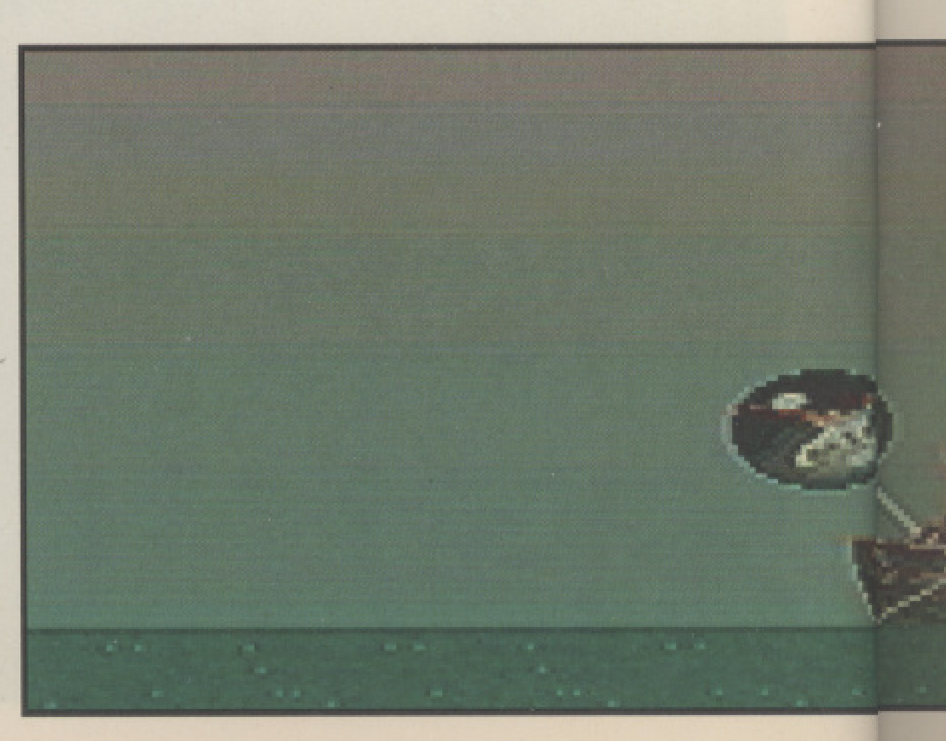
ODYS

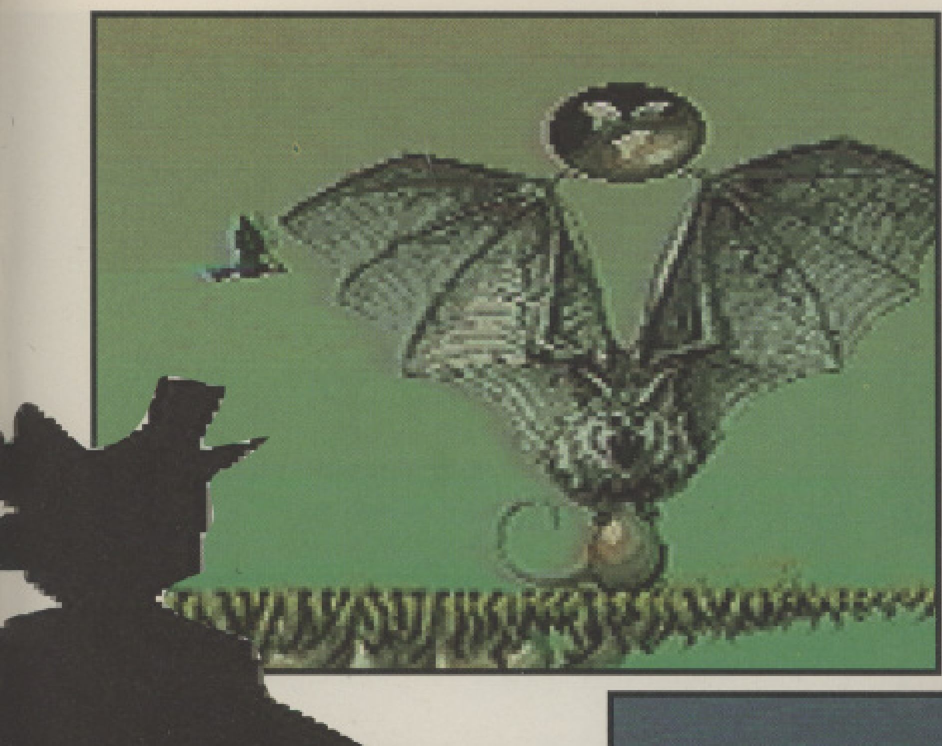
We've all seen platform games before, but you've never seen anything quite like this one!

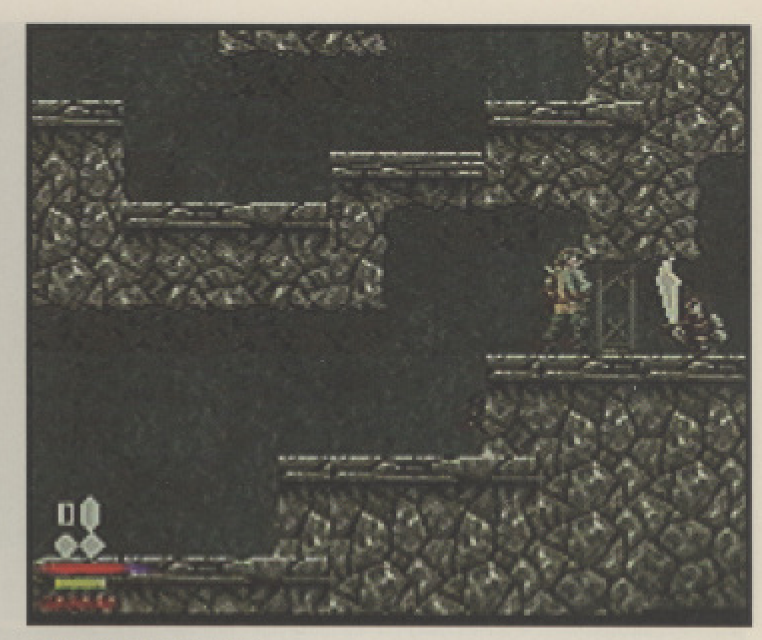
Odyssey - A series of wanderings; a long adventurous journey. This dictionary definition (courtesy of the Concise Oxford Dictionary) perfectly sums up this new platform game from Audiogenic. This is by far the most sprawling platform game that I have ever had the pleasure of playing!

The title of course refers to that classic book by Homer (not Simpson) called, as if you couldn't guess, the Odyssey. This classic book told an epic greek tale and has been taught in schools for many many years. If my memory serves me well, which it probably doesn't, it was here that many fabled stories were told and many infamous characters like the Cyclops were created.

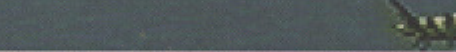
Scholars will no doubt realise that James Joyce's book, Ulysses was based upon this famous tome, but more importantly, so was the car-







Talk about big sticks



THE GRASSHOPPER CAN JUMP ENOURMOUS DISTANCES, BUT HAS LITTLE CONTROL OVER WHERE IT LANDS.

ACTIVATION KEY: F7
CRYSTAL : CRAWL

SSEY

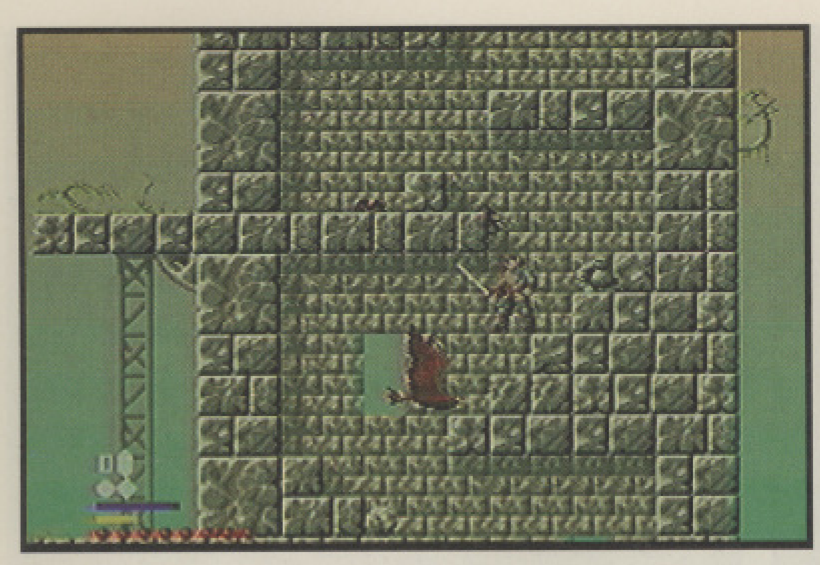


toon Ulysses 31. Many a school night was improved by watching the classic tale of Ulysses worked into a futuristic environment with our hero battling through space in order to get home and save his friends, with the gods throwing all manner of enemies and obstacles in his way.

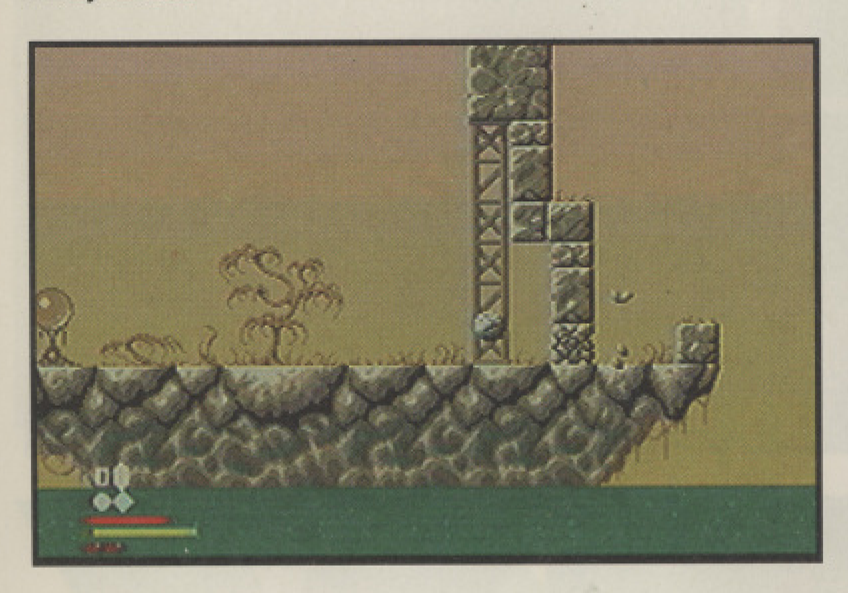
As if this wasn't all Homer's work has been reworked yet again in the recent issues of Tank Girl Magazine, providing a more up to date, violent and completely over the top misinterpretation of Homer's finest hour, with all the characters bastardised beyond belief in a antipodean nightmare.

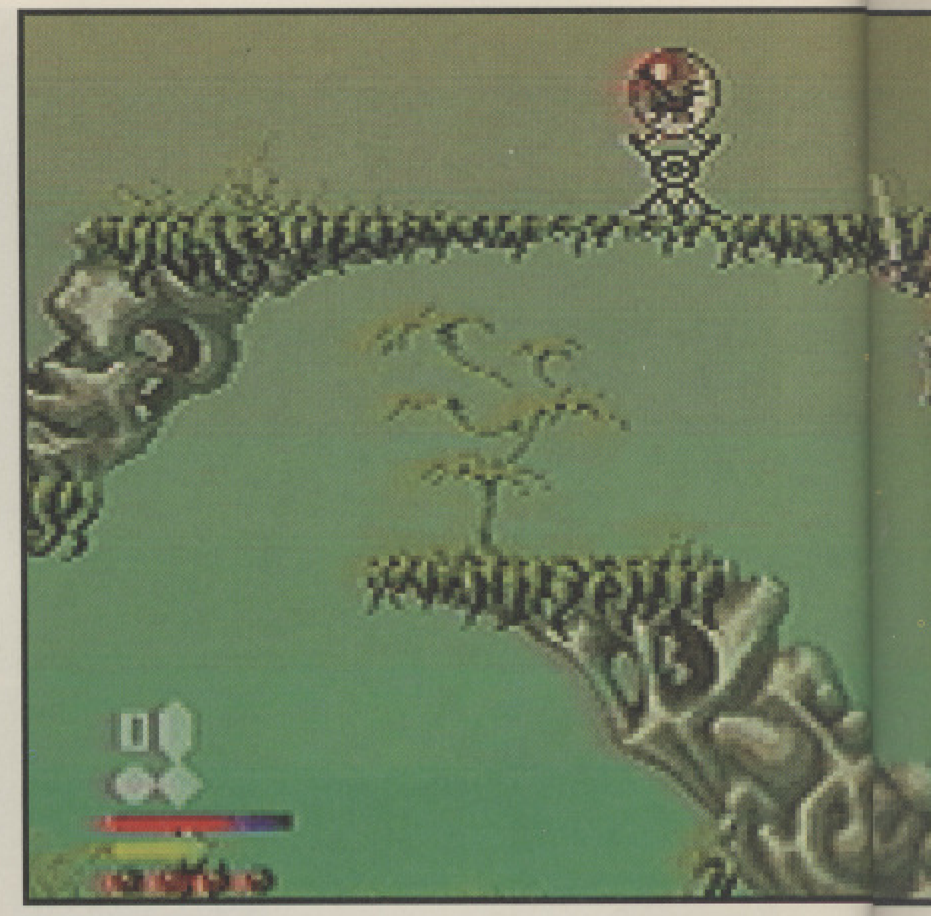
But what has this all got to do with the game I hear you cry? Well, not much really apart from the fact that this is one of the biggest and most challenging games of recent times. The story behind the game tells of a legendary king who, with the aid of his trusty wizard, ruled over seven mysterious lands. These lands were inhabited by many weird and wonderful creatures, and only the wizard had power over them.

One day the King got married and nine months later, lo and behold, he had a baby kid. Everyone rejoiced at the fact that there was now a prince in the kingdom.



Pretty ain't it!





THE SPIDER IS SMALL AND FAST, BUT LESS ARMOURED THAN THE BUG,IT CAN DROP FROM WALLS AND CEILINGS MAKING IT USEFUL IN CAVES.

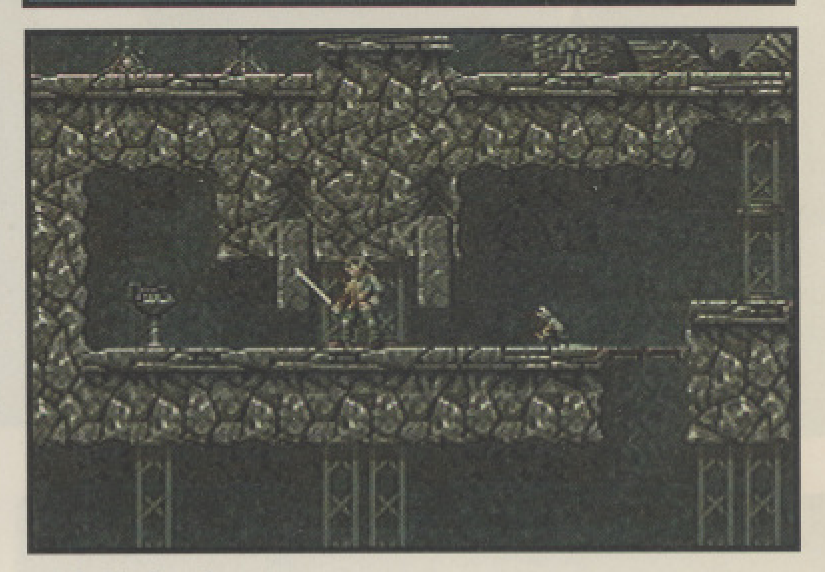
ACTIVATION KEY:F8
CRYSTAL :CRAWL

Everyone that is except the King's brother who was until that point the rightful heir to the throne.

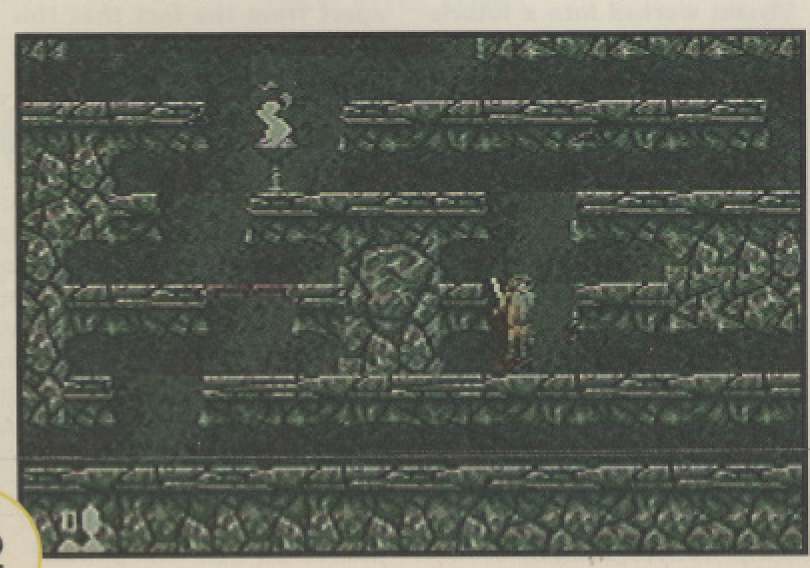
The evil brother was naturally a bit peeved at missing out on the chance of ruling the land so he got together a bunch of unruly criminals and stole the Wizard's spell book and did over the King. The Wizard and the prince escaped and lived in exile for many years leaving the prince's wicked uncle in complete control of the kingdom. Using the Wizard's spellbook the evil King was able to make all the islands inhabitants do his bidding, and he had a pretty wild time too.

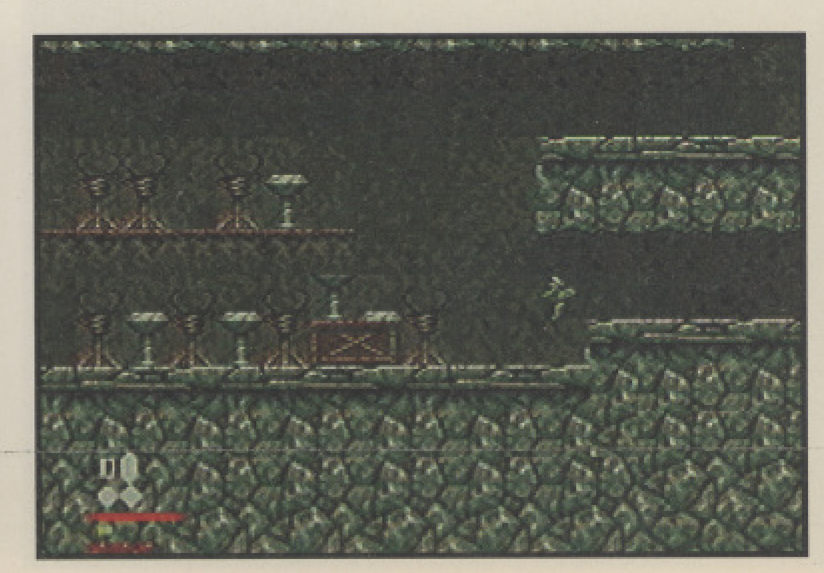
Sadly the Wizard wasn't as young as he was, and his memory started to fade. Mind you, he could remember a couple of the spells in his book and he taught these to the prince. The Wizard's dying wish was for the prince to avenge his father and defeat the evil king using the magic that he had learnt. Thus began the prince's Odyssey

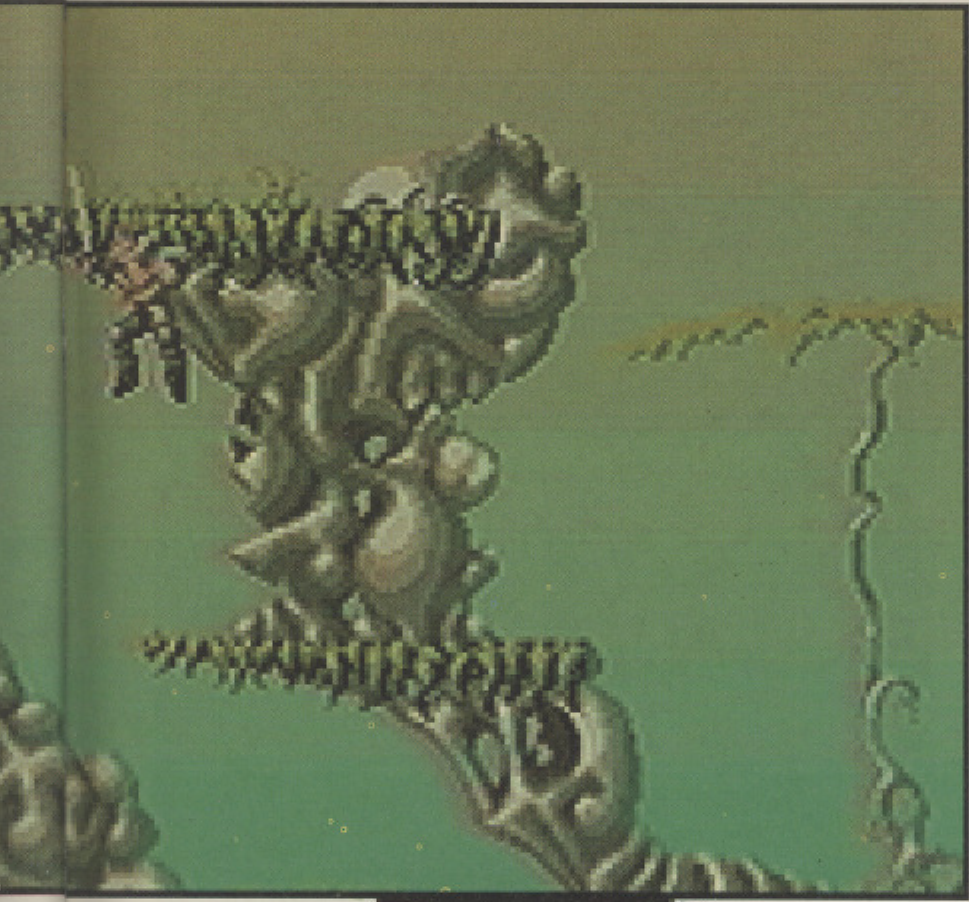
The Kingdom itself is split up into seven islands, three in the Outer Kingdom, three in

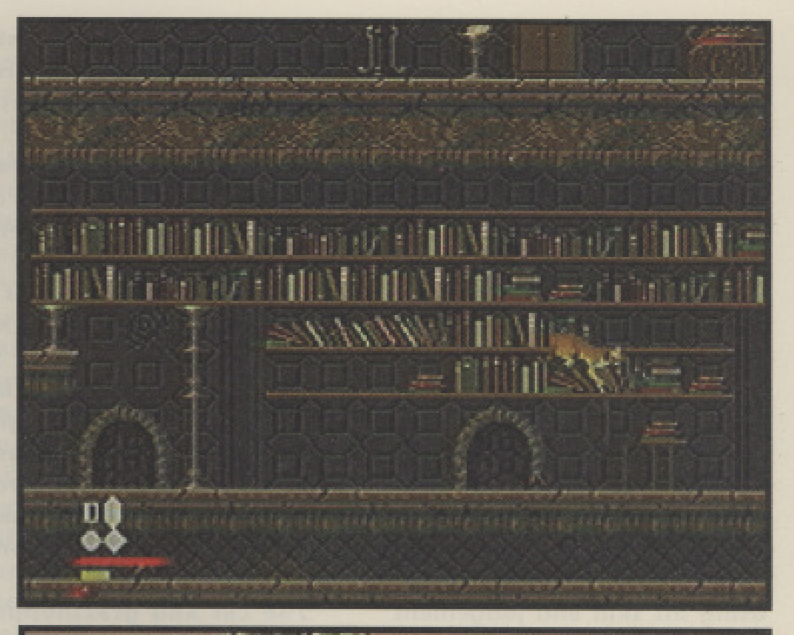


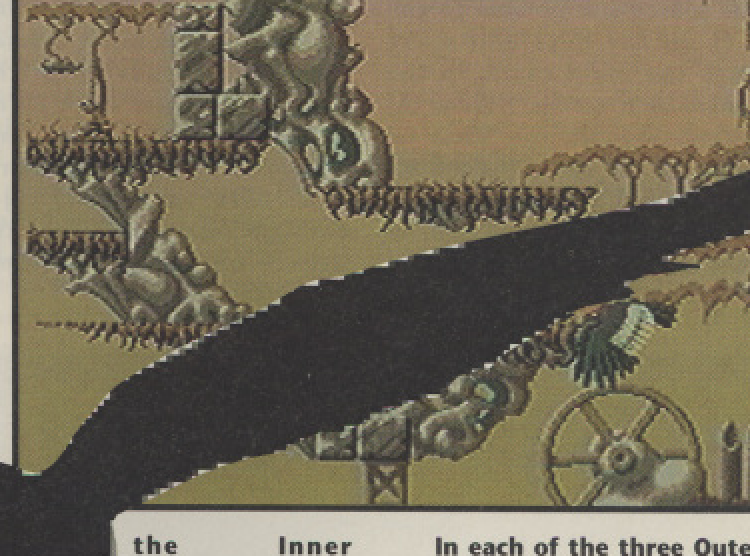
It's behind you!

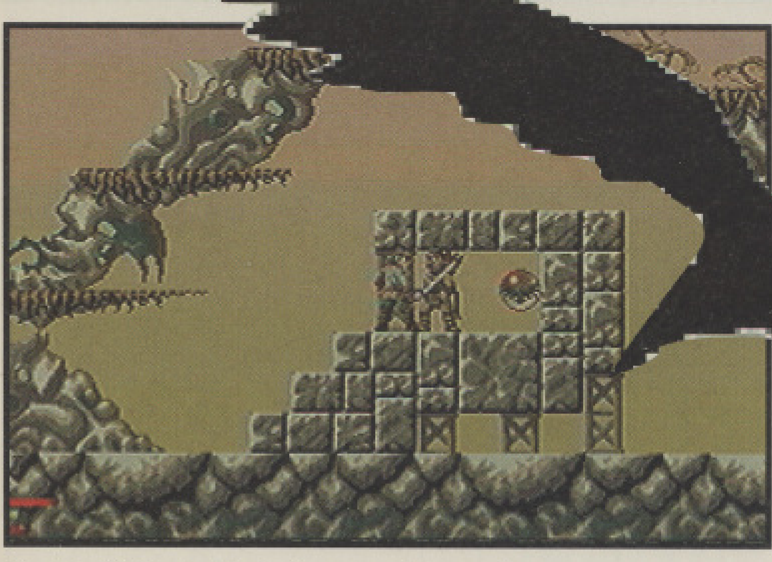










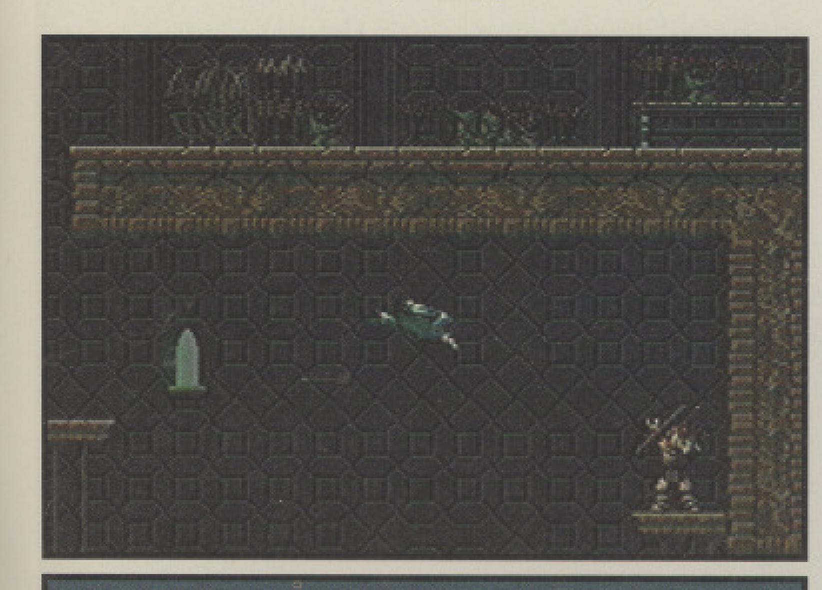


Wouldn't it be better to be a grasshopper?

the Inner Kingdom and the evil King's island in the centre. Each island is full of many devious traps and puzzles, most of which cannot be solved using human hands. Now this might have been a bit of a downer for the prince, being a human and all, but no! He knew that if he could use his magic knowledge correctly he could transform himself into a number of creatures and thus be able to solve the puzzles and be able to fight the King! What a clever little fellow.

In each of the three Outer Kingdom islands there is a hidden crystal. These crystals can be used to power certain spells in the near vicinity. However, even though he is a magic user he still has to find the spells before he can use them.

The first spells the prince will find are the grasshopper, rock and seagull spells. After collecting them on one of the islands he will be able to use the power of the crystal to transform into the appropriate creature at anytime whilst on the island. Unfortunately the power is limited to the island he is on. However, if he



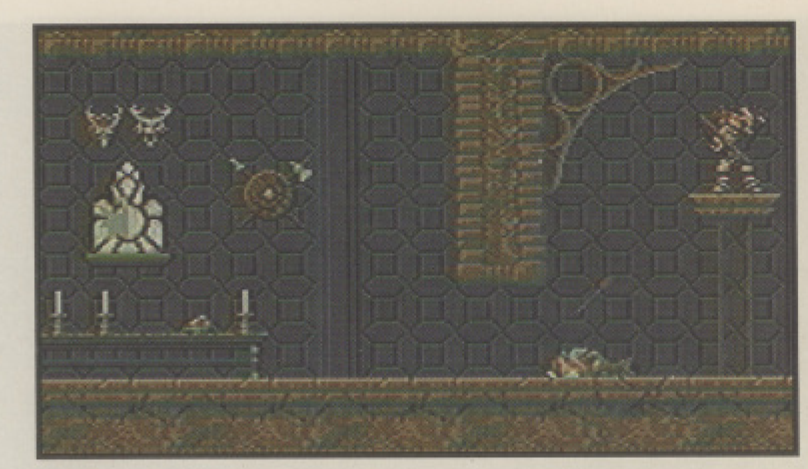


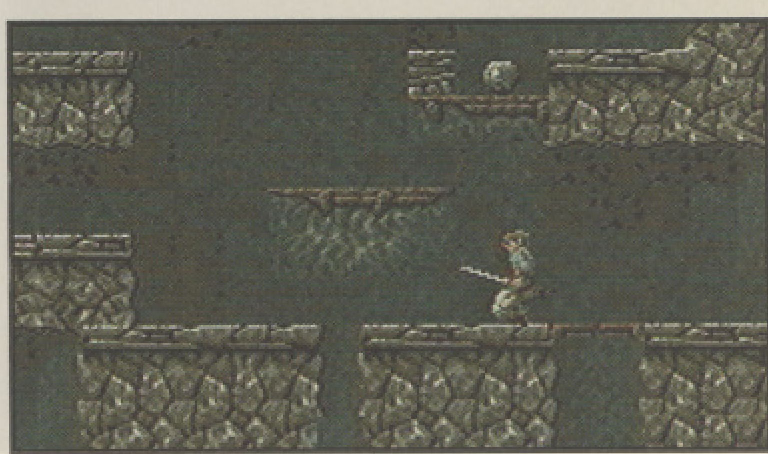
can manage to find the power crystal and touch it himself he can extend it's range to the three neighbouring islands too.

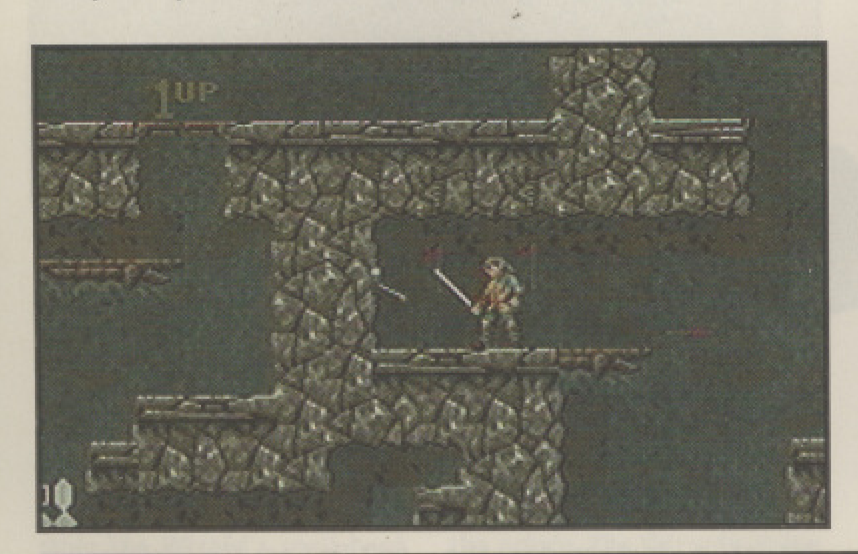
So, by completing all of the Outer Kingdom Islands, finding the transformation spells and touching the power crystals the prince will be able to move into the Inner Kingdom and still be able to transform into different creatures. The three Inner Kingdom islands not only contain a few more transform spells, but they also each contain a key to the main castle. Using his skill and judgement the prince will be able to collect all the keys and move onto the main castle in the centre of the map. Here is his ultimate challenge. First he has to fight his way through the biggest castle ever imaginable and then come face to face with the king himself.

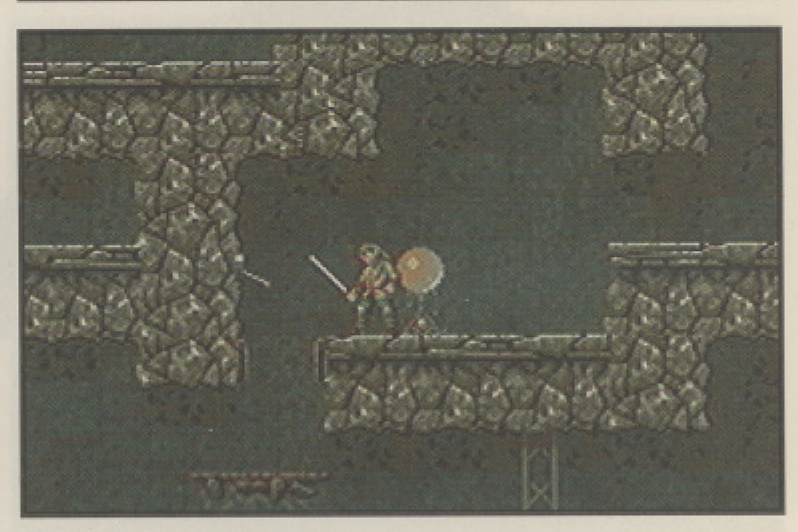
By this point he will have learned how to transform into a squirrel, a rock, a large bird, a green putty man, a mollusc, a grasshopper, a cat, a bat, a spider, and a seagull. Not bad really if you ask me. Each of these animals has different capabilities. The squirrel is very small and as such he is a much harder target for the King's archers. The rock is very heavy and can be dropped from a great height onto creatures and can smash through brick walls. The birds can fly, obviously, but some are better in some regions than others.

The cat and grasshopper are much better at jumping that any of the other animals and the spider and the strange mollusc type thing can walk up walls and along ceilings. The smaller creatures can also obviously get through small holes that the prince obviously wouldn't have been able to.

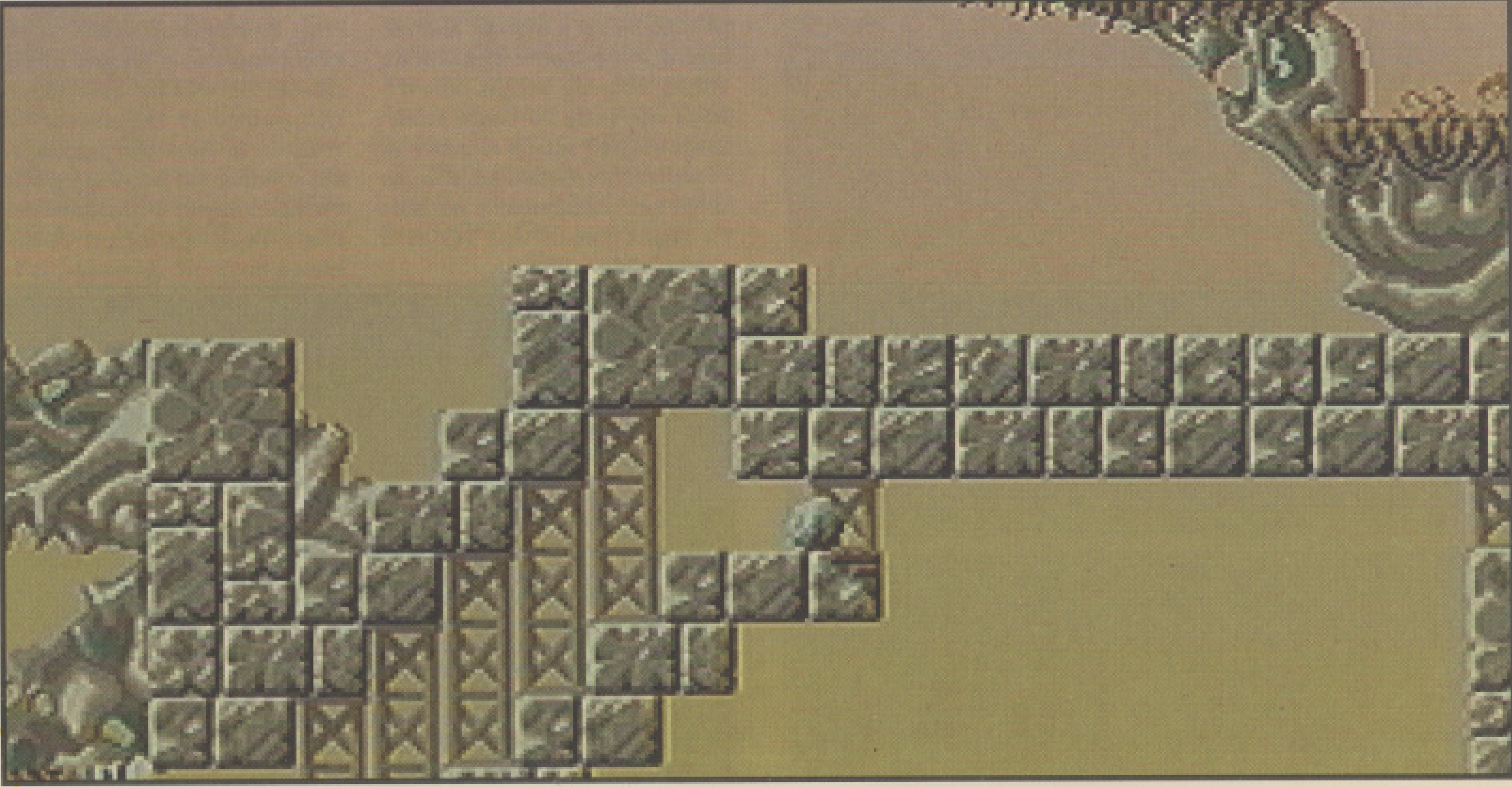




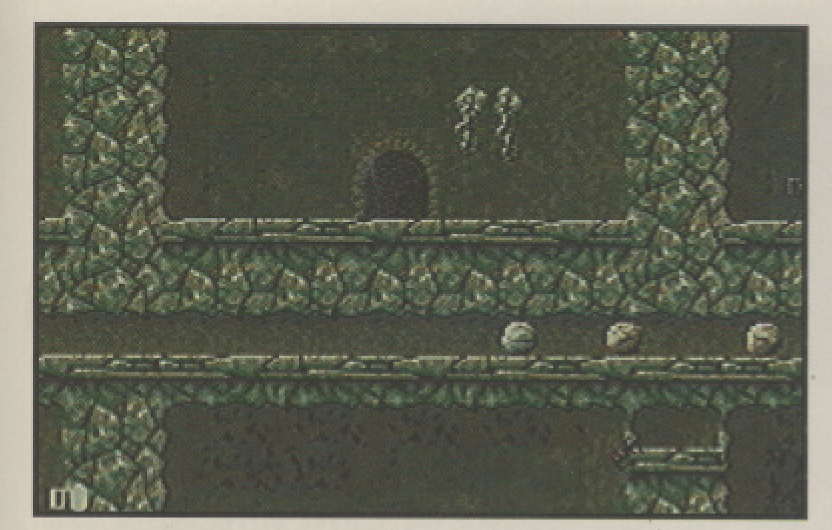


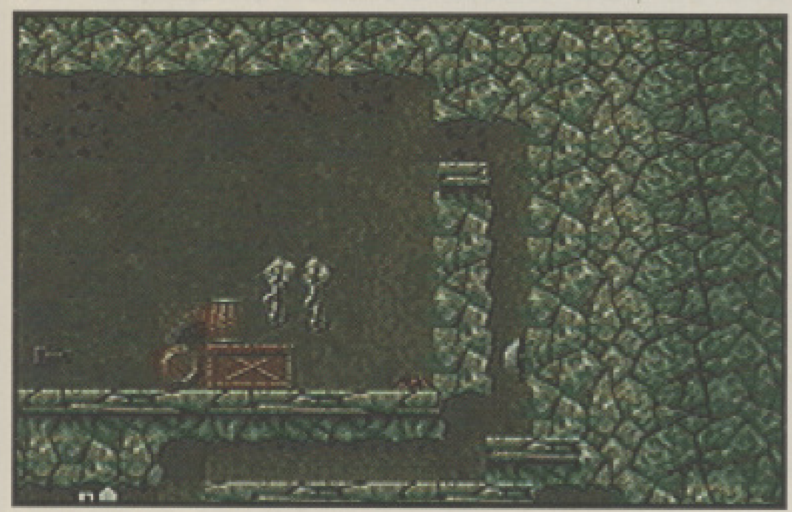


Easy lad!









When I was asked to preview this I was a bit apprehensive. I hadn't heard of it before and quite frankly I'm a bit sick of platform games that regurgitate the same old ideas over and over. The fact that there were only seven levels didn't bode well either. My first impression was that it had smooth, crisp animation, but yup, it was another tried and tested platform game. Some of the puzzles were quite tough, even at the start, involving hunting down many different switches and pressure pads to open doors and clear the way to the later parts of the level. It was all the usual stuff you come to expect from a platform game, and even though it seemed enjoyable enough I'd seen it all before. Then I turned into a grasshopper. Something wasn't quite as I had expected. Then I realised that I'd been playing the game for absolutely ages, constantly making quite good progress, and I still hadn't finished the first level! Hurrah! Could this be the original, challenging platformer that the Amiga market has been crying out for? To put it simply, yes!

Over the last few months I've had to write about some truly appalling games, but this was like a breath of fresh air. The ability to change between different creatures and the way they have to be used is a work of pure genius. The levels are intricately designed and the complex puzzle design will tax the brain of many Amiga owners all over the country.

This is by far one of the most intriguing titles that I have played in a long time and as such it comes highly recommended. Odyssey is extremely challenging and will keep you hooked for weeks and weeks. I played a version that was almost completed and thought it was superb. Keep an eye out next month for a full in depth review of the finished product.

Letters

Well due to huge popular demand we have yielded to your requests and here you are with your very own letter page. We've had stacks of mail and now we reckon that you should get the chance to be published just like us. So far no one has been to rude to us yet, well we have only just taken over our favourite Amiga Mag so you have to give us a chance to find our feet. Anyway enough of my rantings, here's a few of yours...

WE WANT A LETTERS PAGE!

Dear The One,
Thank you for keeping up The One magazine. I was gutted when I found out that my fave mag was gone forever. But now it's back and very good. Just a few questions please will you have a letters page and photos of you reviewers like the old One had. Keep up the good work,

Paul, Birmingham

Well Paul I think that we've answered your prayers with an amazing letters page and you are the very first one to be printed in the new Maverick edition of the One. Keep this for ever and you will be able to show your grand children mmm....

WE'RE GREAT!

Dear The One,
I have recently bought the new edition of "One Amiga" and thought it was a lot better than the other, earlier, editions; You explained things more and in the reviews you actually talked about what the games were about, rather than wasting the space with mindless drivel.
Although you could improve on a few things, e.g. put a few more reviews (if not possible put more highly rated reviews in) put the snip tips page and the Games Surgery back into the magazine. You could also try to put the Magazine in some kind of useful order, like WIP at the start then reviews etc.

Jason, Herts

All we can do is try. Hopefully some of your slight gripes will be sorted out as we get to grips with the Magazine so stay with us and we'll do what we can. Thanks however for your continued support!

CONGRATULATIONS.

Dear The One,
Congratulations on the "first" issue of the One Amiga. I am really glad that it is back. It was a really sad moment , when CU Amiga announced, that the One Amiga will be closed. But now it's back. One of the best Mags on earth. Well I hope that you will keep the good work of the old team and I have to admit, that you did a good job with the August issue. It is still the same great mag. And it seem like, that you've taken the subscribers of the One Amiga at EMAP to your belongings, is that right? I still don't understand the decision of EMAP to cancel the One. It had the best previews, the best news (and the newest) and almost the best reviews, sometimes to early to reviews, but that didn't matter... ...The One Amiga is back and I hope that it will last forever, or so. I hope, you will give us 2 coverdisks again within the future, because one is just a little bit less. And I prefer 2 games on one disk, even when I have to unpack them. That is no problem at all, but I have more demos. Please think about that. And another wish: Could you state in your reviews, if a CD32 game works on an A1200 with a CD-Rom drive. That would help me a lot, cause I own a CD-Rom. Thank You!

Michael, Germany.

Blimey! Are we internationally famous or what, more than that we have an international appeal, people actually like us! Not bad English for a German, congratulations Mr Rupprecht!

ER..WELL!

Dear Sir?madam
I am writing this letter to you again. I want to ask you and I have have missing one of THE ONE AMIGA FOR SEPTEMBER 1995 and come in to OCTOBER for 1995 as well sir/madam. I hope to hear from you this week and also send me a copy of The ONE AMIGA magazine FOR SEPTEMBER 1995 aswell sir madam. and please send me a free copy of the One Amiga MAGAZINE if you don't mind at all aswell sir madam. I hope to hear from you this week if you can with disc of the On AMIGA Magazine september 1995,

Mr B J Wilson, Cheshire.

er? please send us another letter as we really don't know what you're saying and we'd like to be able to help you because we are really nice people, honest guv!

WE LOVE IT TO.

Dear The One,
I just had to write and tell you how much I love your mag. I really love it, no really! Despite all this I have some complaints, one actually. I think that you should have more than one coverdisk in the future. A Mag that costs £3.99 should have at least two cover disks and maybe even three (now that's greedy ed.) for the Christmas issue. I also think you should have a couple of pages in which you can answer letters like this. Apart from my one complaint and advice I think your mag is great as it is. Keep up the good work!

Magnus, Norway.

We really are famous throughout the world, and well Magnus your wish is our command, or some such arse!

You've read the review, now buy the game through our special reader offer! Timekeeprs is only available mail order, and we have teamed up with publishers Vulcan Software to allow you to buy the game through your favourite Amiga magzine, at the astonishing price of £12.99 (+£1.50 P&P).

TIMEKEEPERS

TO ORDER TIMEKEEPERS SIMPLY FILL IN THIS ORDER FORM AND SEND IT TO: TIMEKEEPERS READER OFFER, THE ONE AMIGA, MAVERICK MAGAZINES, 16-17 HOLLYBUSH ROW, OXFORD, OX1 1JH

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....

THE ONE AMIGA



TIMEKE

Anyone that read our in depth review and took advantage of our remarkable reader offer will no doubt be completely stuck on this complex puzzler. Now I could be nasty and let you all suffer, but no. Here I am to save your brains by giving you a step by step guide through the Space levels, which are the hardest in the game.

LEVEL ONE

1: Put a spanner in the position shown and jump a man directly onto it so that he will be facing the switch and acti-

2: Guide the man you have just used through the door, around the holes and through the second door. Now get him to face and activate this switch. Now forget about this guy for a minute

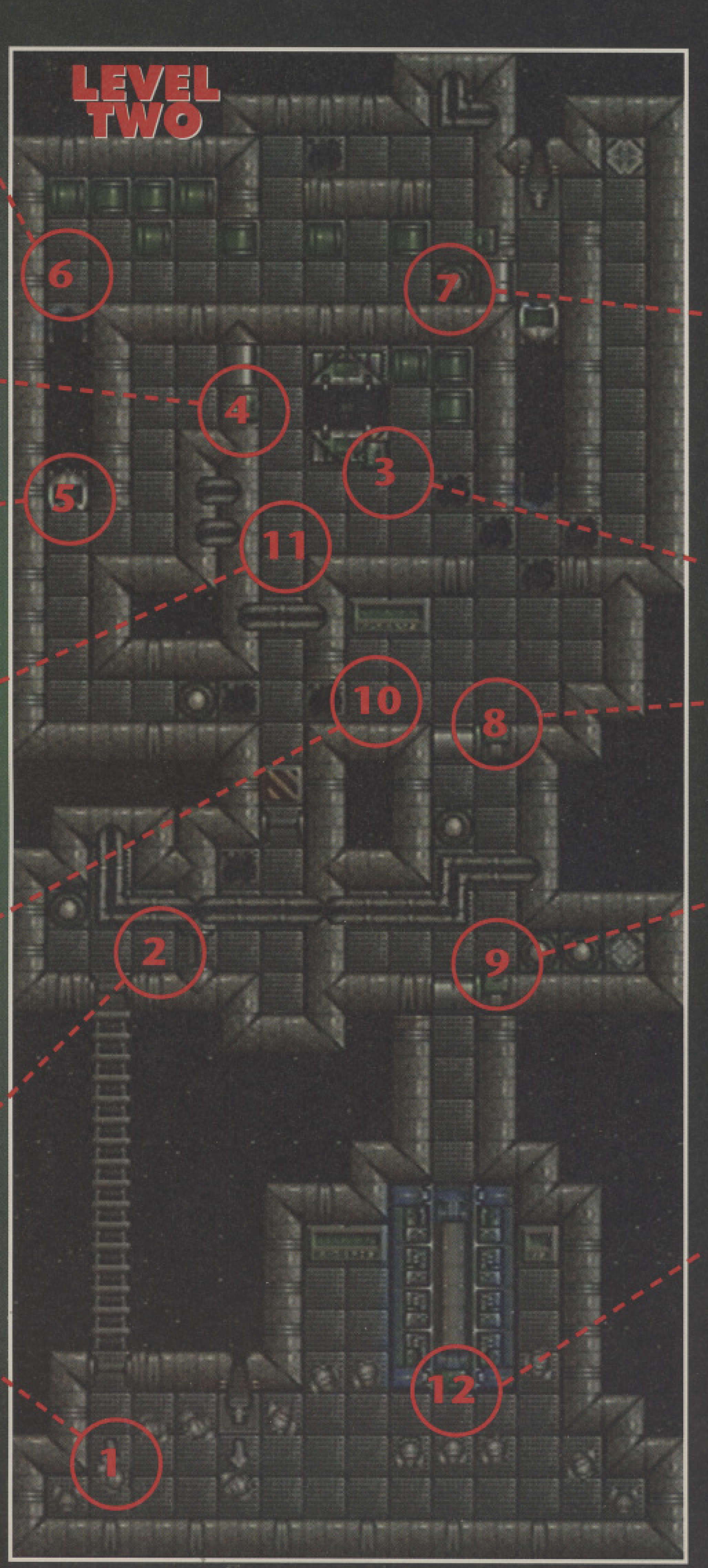
3: Make a second soldier turn right to face this switch. Put a spanner in front of it to get him to open the door.

4: Get the same man to walk up to this enemy. Place a fight icon in front of it before he gets there. When he starts fighting place a jump icon on him so that he will jump over the space left by the dead monster. Then make him go into the shuttle nearby

5: When the man gets out of the shuttle steer him into the second one and make him jump over the walls until he can activate this switch. this opens a door giving the others a quick way through

6: Turn the man round and make him head here. Place a jump icon in front of this hole. It is now a simple matter of placing jump icons and directional arrows to get this man to the exit right at the top. When this is done the path is clear for all the others to follow suit. Easy when you know how

EEPERS



6: Now make him turn right here and jump him over the four barrels so that he is facing a switch. Get him to activate it

4: By walking across the path that has now appeared he can activate this switch

5: Guide him into the space shuttle

11: Turn him right here and then place two jumps to get over the gaps. After the two jumps simply place an up arrow and he'll walk straight to the next level

10: Turn the same man around and get him to walk here. Place a jump so that he jumps the gap, and then make him walk upwards.

2: Place a jump here and make him turn right

1: Place an arrow to stop one of the men falling into space. Then guide this guy

7: Then make him go up and round, then back again to fight this monster. As soon as he starts fighting drop a jump icon on his head. Place a down arrow behind the door so he will automatically go in the second shuttle

3: Steer the little fella all the way up to this switch and activate it

8: Jump him over the gap and get him to flick this switch.

9: Steer him through the door to this switch. The path is now clear for the others, and it is just a matter of placing the correct icons to get to the exit

12: Put a spanner here and men will fall into the machine. A few seconds later they'll come out the other side. Now make them follow the path that



7: Use this big space to steer the man so that he can jump straight over the two walls and the airlock, straight into the exit.

6: Make him walk upwards and jump the barrel. Then get him to turn right and jump the facing wall

5: Instead of turning here jump the wall then turn right and get him to jump over the two walls facing him

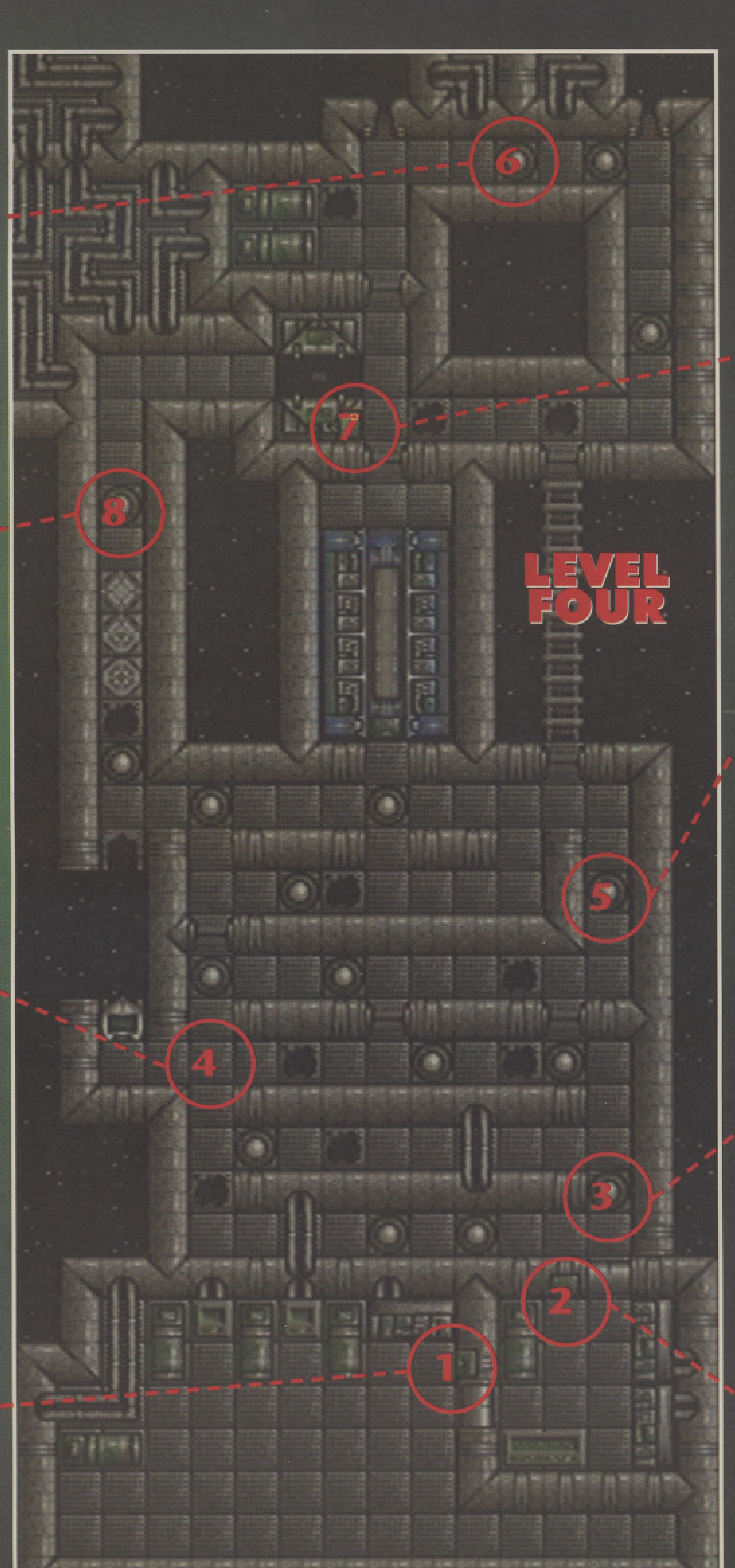
3: Guide him all the way over here. To activate this switch he must stand in front of it then walk down. He'll then turn round and be facing it, so drop a spanner to get him to use it

2: Get him to activate this switch. Then go though the door and flick the next switch. Don't go through the door that opens, just send him upwards and get him to jump the two walls

4: Jump this wall then turn upwards

8: Put an up arrow here and guide a second man over the wall, through the door and onto the path that you've just created to the exit. Now all you have to do is make everyone else follow this route but do it slowly as they tend to get confused and jump into space!

LEVEL THREE



6: Wait for the man to walk all the way up the corridor and get him to turn right to here. Fight and jump all the monsters nearby

7: Now get him to walk all the way to this switch. Activate it and a platform will appear bridging the large gap nearby.

8: Send him immediately up and then left. Kill this monster and exit. Then simply get all of the men to go through the door in the first room and they should simply work their way straight to the exit!

5: Fight and jump this monster. At the top of the corridor head left, and then down immediately. Turn right and instead of jumping the hole go upwards and fight and jump the monster. Use the machine in front

4: Forget the spaceship, turn right instead of left and jump the hole, then go up through the doorway. Then turn right and jump yet another hole

3: Fight and jump this monster. Then turn left and jump over the wall and then the hole. Fight and jump the next monster. Then head upwards

1: This level looks hard but is actually quite easy. the main problem is the amount of monsters to kill. Remember that



LEVEL FIVE

6: It is now a simple matter to steer the man up to this point and turn him left, jumping the two obstacles in the way

5: jump the walls and follow the path to the shuttle. Jump the gap immediately next to the shuttle exit and get him to land on a spanner to open a door. Send him through the door and then turn him around straight away so he can walk back to the switch at position 4

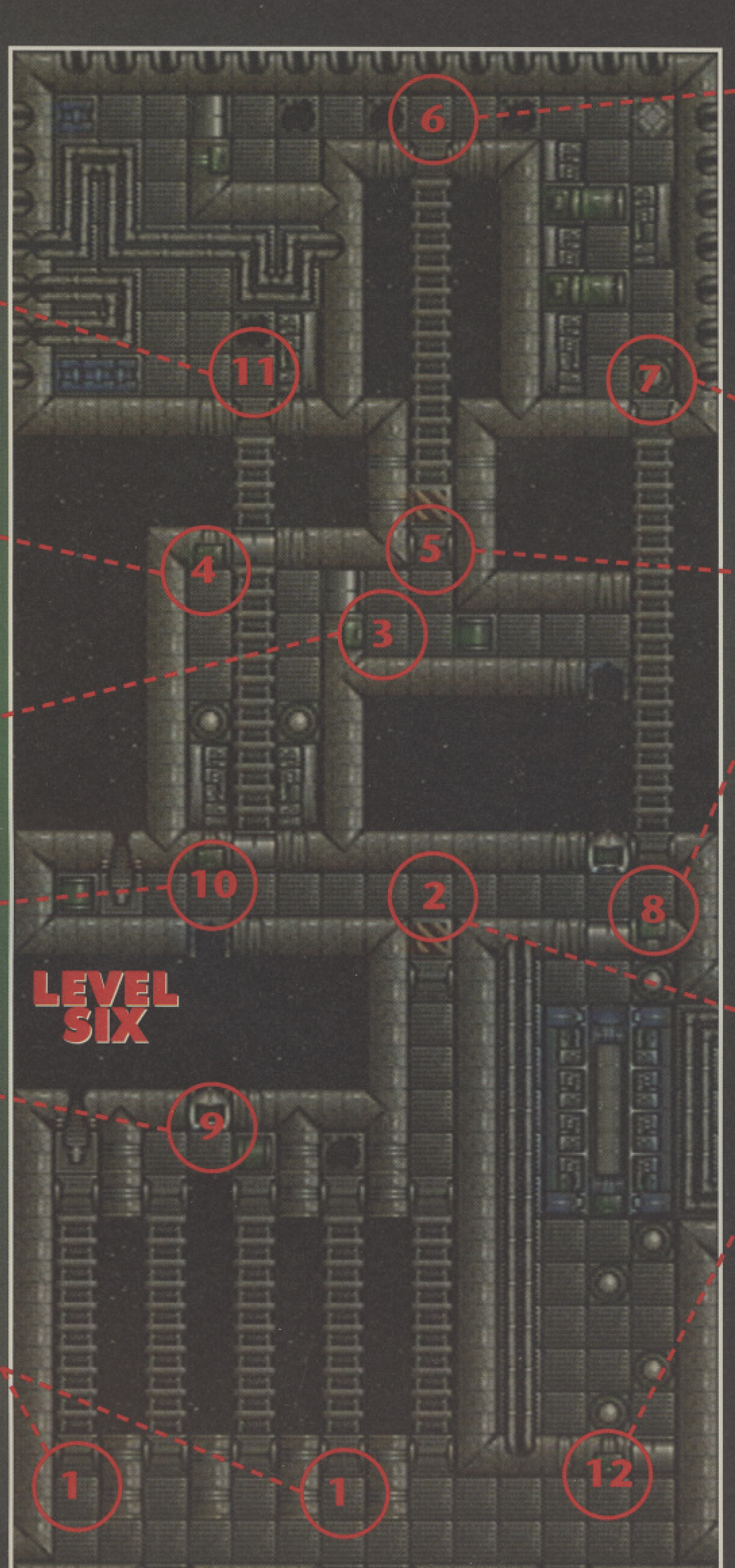
4: send him up and over the wall to this switch. open it but don't go through the door.

3: The man has to go right here but he can't do it straight away. Send him right up to the top of the corridor, then left, then down. He can now go right and jump the two gaps blocking the way

7: Get a second man to walk up here and activate this switch. The path to the exit is now already defined and everyone else can now follow

2: Steer the man all the way around to this shuttle. Before he can get in he'll have to fight and jump another monster

1: Open this switch. A man will automatically go through the door and across the



11: Turn left here and then head up. The path to the exit is now clear for this guy. Get him away to safety.

4: Now send him through the door and activate this second switch

3: Send him left, over the wall and activate this switch

10: Get him to flick this switch and then send him up through the door that opens

9: Now send a second man into the second shuttle at this point

6: Then send right over the two gaps and steer him so he can press the switch. Return to this point him left and jump the gap, but instead of going through the exit he must go down and jump the next two obstacles

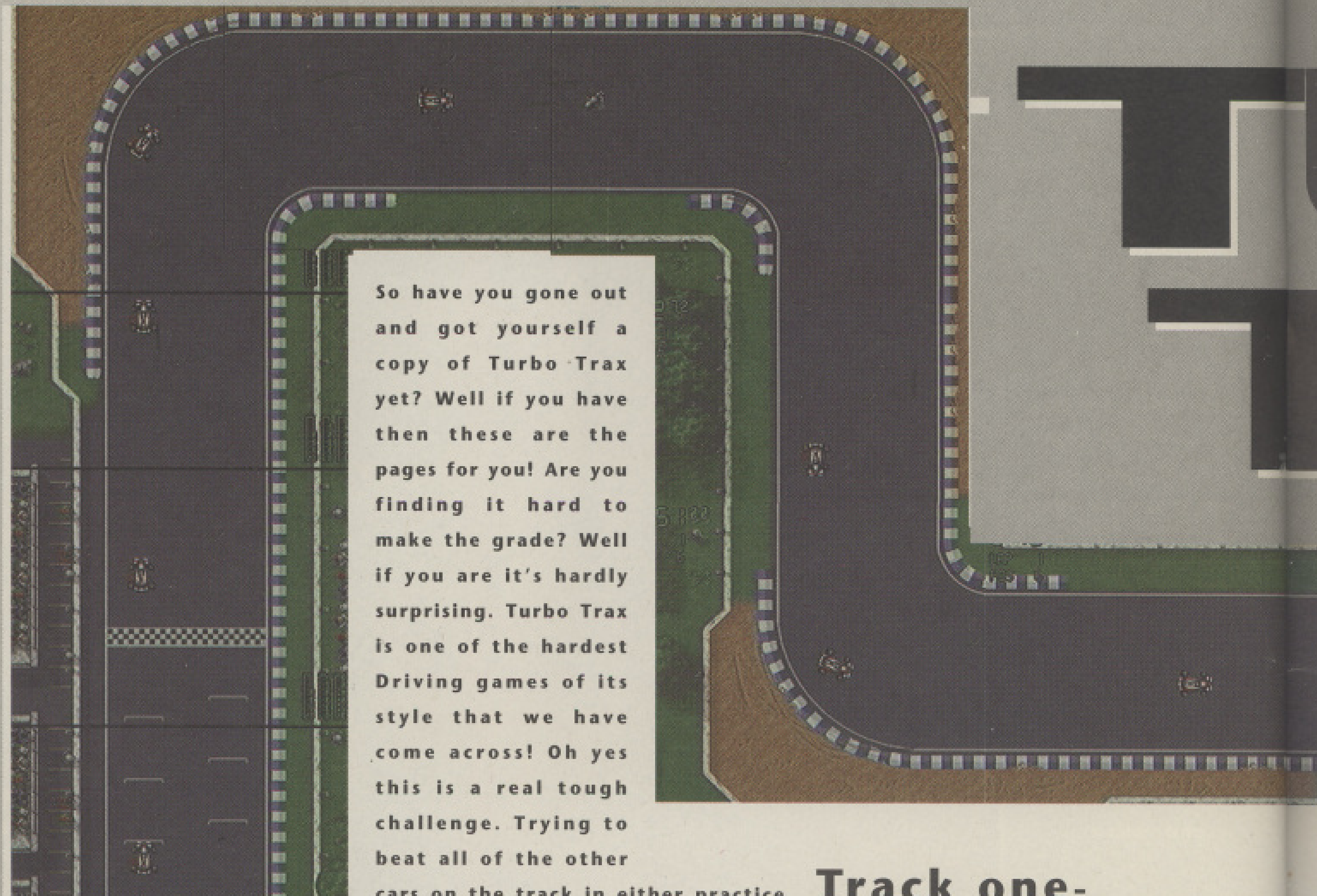
7: Fight this monster, then jump the gap it leaves and head off through the door and down the path

5: guide him back out the way he came and send him up through this door here

8: Activate this switch and send him through the door by placing a down arrow in front of it. This man will now just hang around as there is nothing else he can do at the moment

2: Place a right arrow here and an up arrow in front of the shuttle. A man will automatically follow this path

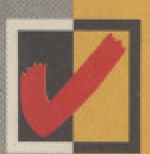
12: Get a third man to open the door here. Get him to fight through the monsters, clearing a path to the machine. Use the machine and wait for him to pop out the other side, joining the soldier who is



So have you gone out and got yourself a copy of Turbo Trax yet? Well if you have then these are the pages for you! Are you finding it hard to make the grade? Well if you are it's hardly surprising. Turbo Trax is one of the hardest Driving games of its style that we have come across! Oh yes this is a real tough challenge. Trying to beat all of the other cars on the track in either practice mode or the arcade mode is not all that easy. We've all been trying for ages and not all of us have yet achieved this high level of motoring. Well there's not an awful lot we can do to really get you going on this game but we felt that we ought to try as it is one of the games that's hard enough to deserve a few tips. Well we think so anyway.

Track one-

We started off by trying to do a little guide to a couple of the tracks so you could fully appreciate the corners that are involved. The main difficulty of the game, apart from the fact that your opposition is the fact that you can't see the corners as you get to them. This can cause real problems as you try to plan for a left turn up ahead and then you find out that it's actually a right turn. At the end of the day all you can do about this is practice but here are some tracks that you can familiarise yourself with right now. This track is the Indy Car track, of course it isn't the only one, there are a whole load but this is one that you shouldn't find to hard. Basically you want to take a

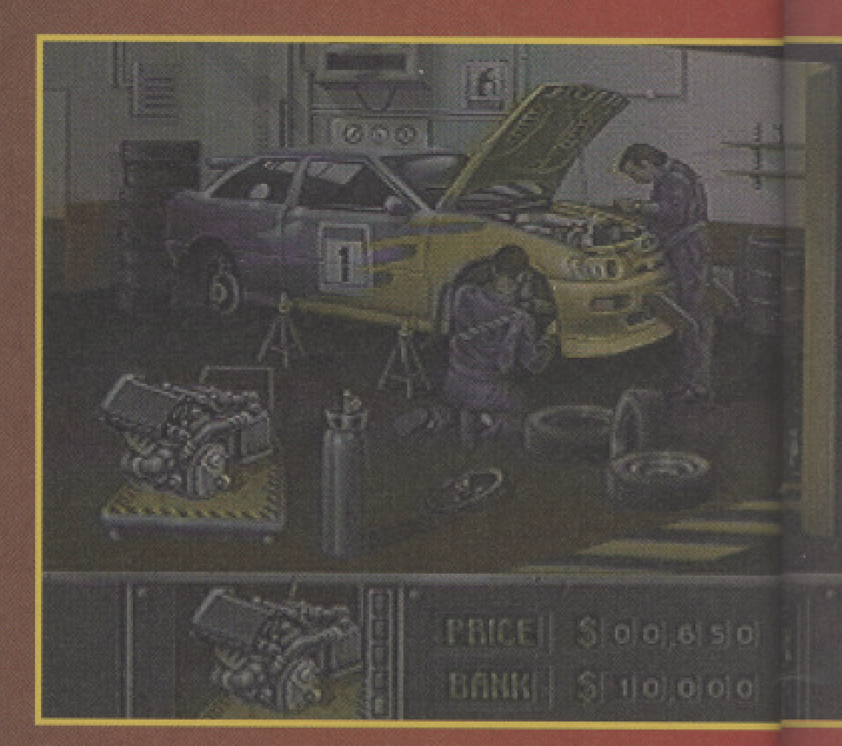


TURBO TRAX

look at the track and work out where the corners are going to be. Also you want to know where all the pick ups are as the coins will all add to your customising funds. Once you are familiar with the track in practice or time trial mode, you can get on with a race> Each track is different and you will work out what the best line is often by following the other cars. I f you get to left behind simply stop or slow down to let them lap you and then try to follow their racing line again. The Indy cars are fairly fast and the tracks fairly grippy but this means that if you do wipe out then you'll know about it.



TURBO



THE GARAGE

This is the place you come to get those extra goodies that can make all the difference to your race. This is where you get to spend that hard earned cash on the bits and pieces that will add to the performance and the road handling of your car. All of the four extras available to you are not simply one add on but continual upgrades. The more money you get the more you can upgrade your car. There is however a limit. Once you have five of each item then you will discover that you have reached the limit.

ACCELERATION-this is the engine in the garage and funnily enough you get a load of extra acceleration when you buy it. This is very useful as a learner because you're bound to find yourself coming off the track a lot and this will allow you to get back up to speed as quickly as possible.

TURBO- These turbos will have no immediate effect. What they actually do is make the turbos that you pick up on the track last much longer than they would otherwise. This is something that really you don't need until you are getting pretty good because you will find that you tend to get up so much speed with the turbos that if you get to a couple of corners you'll simply loose it big time and be back at square one.

POWER STEERING- Now here's something for you beginners. It's quite simple, it simply gives you better cornering and that's always fairly important.

TYRES- These extra bits of rubber could be the difference between winning a race and sliding off into all sorts of trouble. It may be possible to go full speed all the way round the tracks but extra grip provided by these tyres will give you the chance to get the racing line through the corners and the chance to win.



o
ere

bends aren't real-
te as bad as they
once you know
they are, and
half the battle !

TRACK TWO

There are five types of terrain that the tracks appearon and twenty five tracks, yes that means five tracks on each terrain. This second track is one of the easier of the Forest stage. The vehicles you use for this little country outing are 4 by 4s and they are very different to the high speed Indy cars. The acceleration on these huge trucks is one of the down points so you may consider spending more on acceleration than handling. They are very robust and so don't damage as easily as some of the other more delicate vehicles. Again as the handling characteristics of these beasts is very different to the Indy Cars you will have to spend a bit of time following the others to get to grips with the courses and what is the best sort of line to take into and out of the corners. This is important as cornering is not all that easy.

TURBO

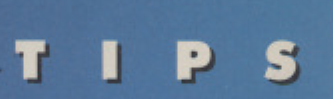
CONCLUSION

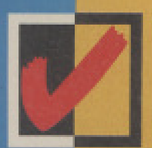
Really all you need to do well in this game is a lot of practice and getting to know the tracks well. If you know what corner is coming up then you can really go for it and often end up doing really well. Also make sure that you learn to use the turbos to full effect and learn how to deal with all that extra speed on the corners. If you try and remember where they are you can really take full advantage. Remember also to try and learn thee racing line from the other cars on the track as this will allow you to really make the most of the track, don't however go off the track at all. Even the tiniest error will end up slowing you right down. You must also always make sure that you are making the most of what the garage has to offer. Get the balance right. This will depend on firstly what type of track you are racing on and secondly on how good you are. For instance if you are on the ice track and you are really good you would want to take full advantage of the turbos so would buy

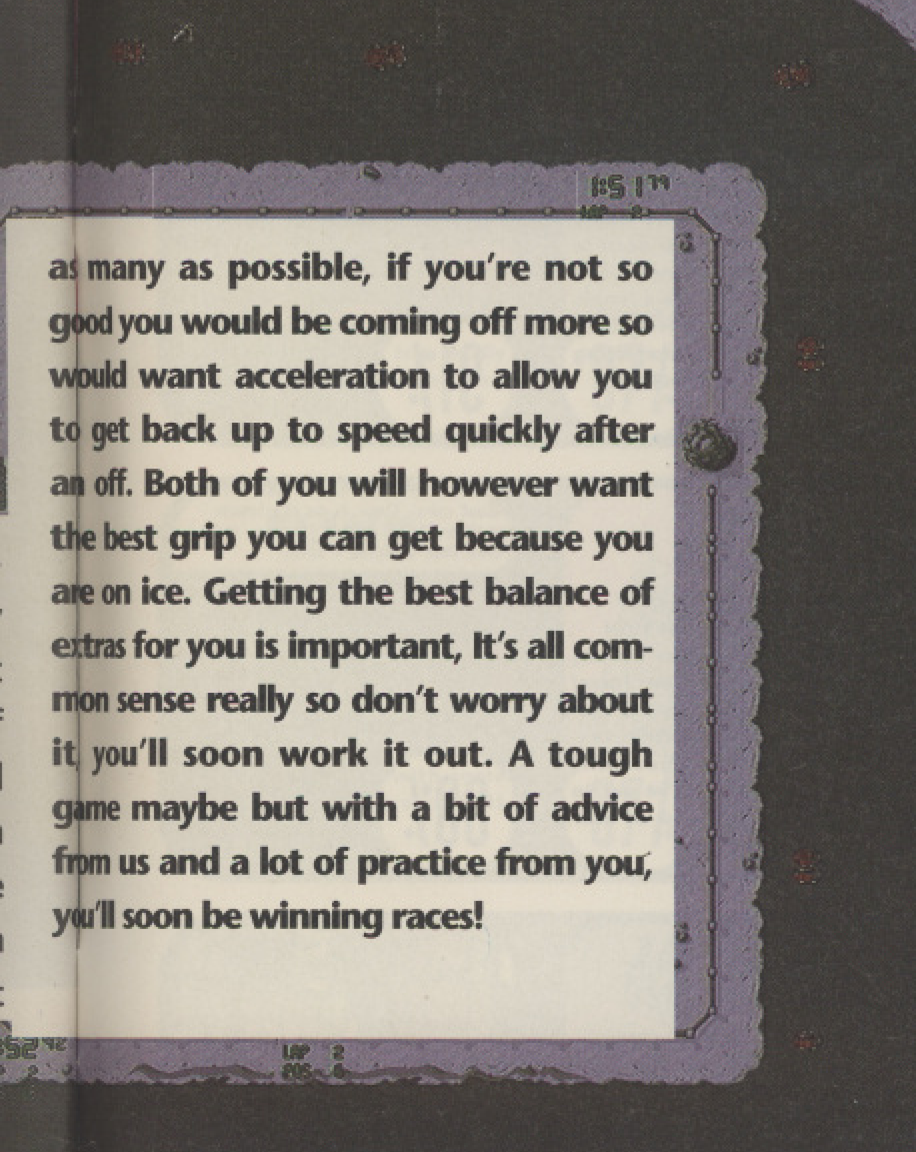
TRACK THREE

This is where things get really hard. The ice tracks are very slippery and this means that you need to take great care. If you get it wrong you will have difficulty in getting it back. This is a surface where being familiar with the track will really pay off.

TRAX







as many as possible, if you're not so good you would be coming off more so would want acceleration to allow you to get back up to speed quickly after an off. Both of you will however want the best grip you can get because you are on ice. Getting the best balance of extras for you is important, It's all common sense really so don't worry about it, you'll soon work it out. A tough game maybe but with a bit of advice from us and a lot of practice from you, you'll soon be winning races!

PICKUPS

TURBO / EXTRA SPEED

COIN / BONUS CASH

SPANNER / DAMAGE REPAIR

PICK UPS

Throughout the races you will notice a load of pick ups along the tracks. There are three different varieties and each has a specific use. To collect these pick ups you simply have to drive over them.

COINS- The coins that you see spinning on the track are an easy way to get more funds for spending in the garage. You also get cash bonuses during your races depending on what position you come in.

SPANNERS- During the race you may well find that you do your car quite a lot of damage. If this damage becomes to high then you will find that the raec is over for you, Picking up the spanners however will help to mend the damage on your car so if you are finding that you tend to hit a lot of barriers or other cars then make sure that you get the spanners.

TURBOS- The turbos that you see on the track will give you a sudden boost of speed. They take a bit of getting used to as you will find your self heading into corners at very high speeds and this can cause more damage than they are worth. However when you finally master the way to use these pick ups then you can soon find yourself up with the leaders or even out in front. How long they last depends on how many of the turbos you have bought from the Garage.

RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94

Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



CANNON FODDER

Publisher : Virgin
Issue Reviewed : Dec 1993

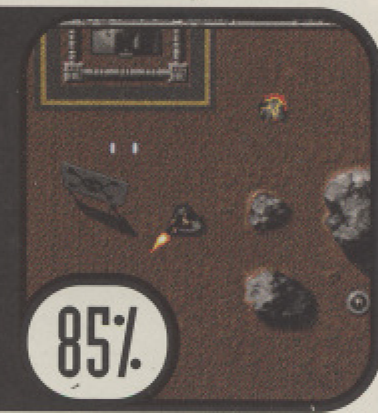
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.



A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995

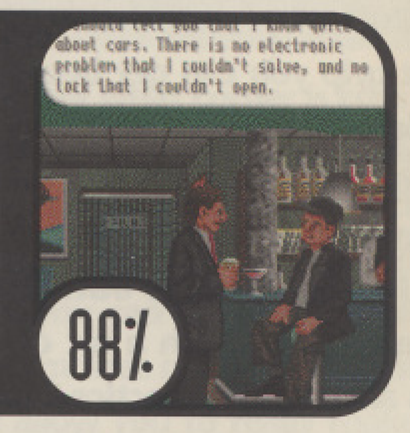
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



THE CLUE

Publisher : Black Legend
Issue Reviewed : Sept 1994

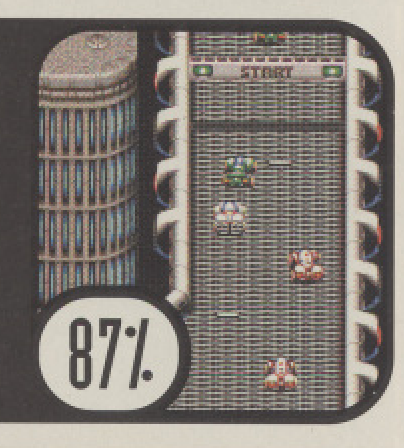
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995

All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994

Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



BANSHEE

Publisher : Core
Issue Reviewed : July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995

Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994

More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



F1

Publisher : Domark
Issue Reviewed : February 1994

From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....



FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994

FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.



87%

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994

Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

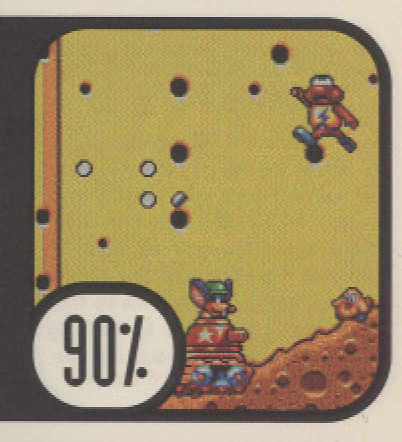


87%

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994

The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.

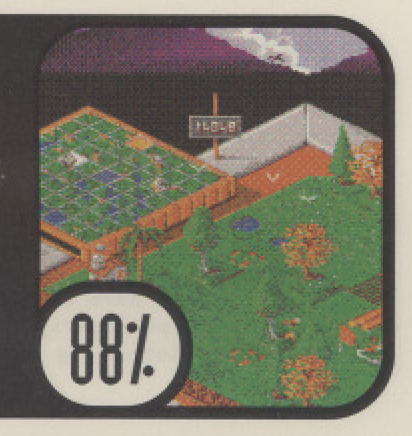


90%

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.



88%

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have

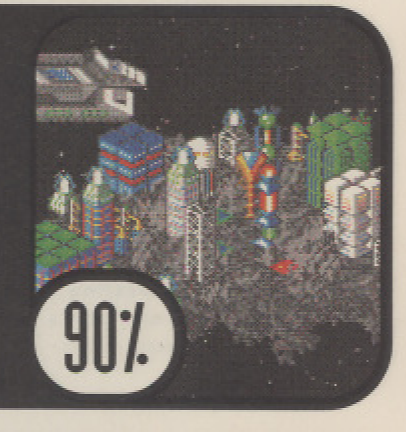


88%

K240

Publisher : Gremlin
Issue Reviewed : May 1994

Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.

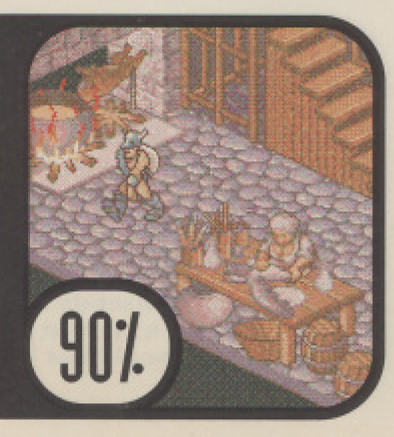


90%

HEIMDALL 2

Publisher : Core
Issue Reviewed : Dec 1993

Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!

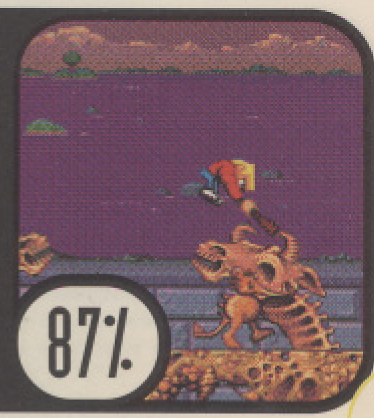


90%

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995

There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?



89%

PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!



88%

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993

An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



94%

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



91%

MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



90%

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



90%

ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



90%

ROADKILL

Publisher : Acid Software
Issue Reviewed : January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.

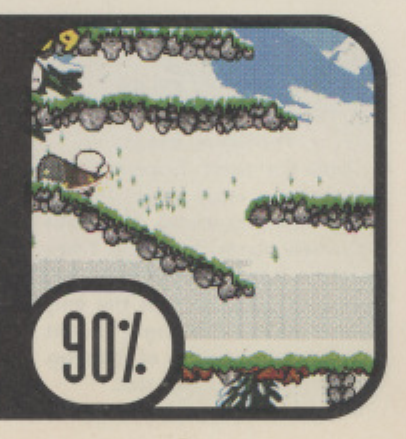


90%

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



90%

RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994

Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



91%

...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.



THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

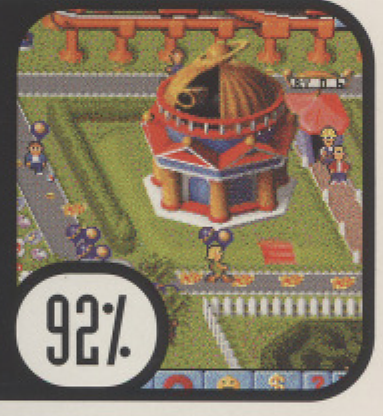
Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!



THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995

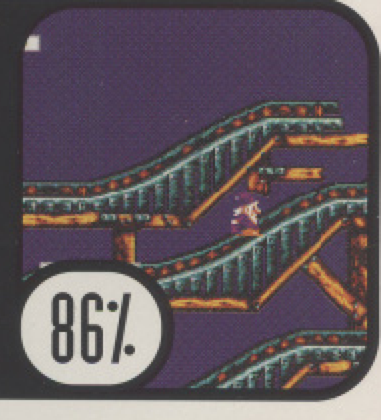
More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.

